

Games for Life

May 2000 #6

# incite

Video Gaming

# GRAND SLAM!

Derek Jeter and All-Star Baseball 2001 top our baseball game lineup!

## Burn Rubber

Sega GT on the Dreamcast guns for Gran Turismo



## SECOND COMING!

Hands-on coverage of the  
**PlayStation 2** inside!



## PLUS!

TENCHU 2  
SUMMONER  
SPIDERMAN  
CODE VERONICA  
RIDGE RACER V  
SPACE CHANNEL 5

## HOTTEST HINTS!

N64 TONY HAWK TIPS!  
SYMPHON FILTER 2 GUIDE!  
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Italy L16 6.500 Austria 38.-ATS

# CONTROL EVERY ASPECT



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Cloud Nine

Spring Training Mode

Souling Freedom

New Franchise Mode

New Player Models

New Vin Scully and  
Dave Campbell Commentary

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MLB  
2001  
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# OF THE GAME

SHORT OF BRINGING BACK THE OLD  
**ASTROS UNIFORMS.**

250 Personalized Stances & Motions

Total Control Fielding

Gameplay Consultation by Tony Gwynn,  
Trevor Hoffman and Davey Johnson

10 Statistical Categories Per Player

All The New Shedium





NAUGHTY DOG

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I GOT YOUR  
HAND SIGNAL  
RIGHT HERE  
BUDDY.





It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hairpin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

[www.playstation.com](http://www.playstation.com)



Once he gets behind the wheel, things get ugly.

# Team Talk

"With at least six months until the US launch, Sony will have streamlined production of the hardware, allowing for a cheaper price and greater availability. It's scary to predict how many units are going to be sold over here."

Comments, suggestions? Send any feedback to [ivgcomments@incite.com](mailto:ivgcomments@incite.com)  
fax: 415 865 5201

**P**layStation2 fever has reached epic proportions. Over the past few months every game magazine in the world, including us, has been feeding the PlayStation2 hype machine. The big question is, will the PS2 live up to all the hype?

As I write this editorial it is exactly 24 hours before the PS2 goes on sale in Japan. Our Japanese correspondent is running around like a madman, checking out the retailers and reporting back on the frenzy. Here's what we've gotten so far: 1) The Japanese PlayStation commerce site crashed on the first day of presales because of the unheard-of amount of online orders. 2) Some shops have closed down business for a day to reconfigure their displays to protect against the mass hysteria. 3) Other stores aren't even accepting preorders for fear of not being able to accommodate demand. 4) People began to line up outside stores two days before the PS2 even went on sale. 5) Massive hardware shortages are expected everywhere. All of this adds up to Sony's bold prediction of selling 1 million units in the first day. It's time to believe the hype.

With at least six months until the US launch, Sony will have streamlined production of hardware, allowing for a cheaper price and greater availability. It's scary to predict how many units are going to be sold over here. In the meantime we were able to get a sneak peak at the system at an event held by Sony several weeks ago. So, check out our PS2 hands-on update, which includes previews of 10 Japanese launch titles and exclusive looks at three US developed titles. Enjoy this month's issue and don't forget to check out the rest of the games on systems that actually exist already in the US.



GREG RAU EDITOR-IN-CHIEF

## Meet the Editorial Team

### David Hodgson



Deputy EIC  
(outgoing)

He's gone and joined the datamancers. These Brits, eh? They wait in with their cuss words and all-bacon diets and then they're off. We'll miss him.

### John Robinson



Deputy EIC  
(incoming)

J-Dog has swapped his Senior Editor beamie for the Deputy Editor's tricorned hat/feathered bow/monocle combo. Job No. 1: increase text size in team bio page.

### Annette Cardwell



Senior Editor  
Struggling into an orange latex space-reporter suit, Annette's imitation of Space Channel 5's Uala was done "just for my Bo." "Does my bum look big in this?" she asked.

### Brett Rector



Strategy Editor  
After a few particularly painful NH 2k spankings, Brett rejected all human contact, relying on his Hanson Brothers action figures for companionship, love and personal validation.

### Roger Burchill



Senior Editor  
This month's startling family revelation: The name "Chili Pepper" is a current front-runner for any future Burchill offspring that may come down the metaphorical pipe.

### Paul Semel



Entertainment Editor  
Paul promised his firstborn to MTV's Carson Daly this month and, while drunk, we tried to remove Paul's comedy beard. Turns out it's real! Who knew?

### Ed Lewis



Editorial Assistant  
Chu Chu Rocket will do strange things to a man - just ask Ed. This is all still at the theory point, but we have reason to believe his neck is growing longer.

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[yoffie@computemedia.com](mailto:yoffie@computemedia.com)  
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(East Coast U.S., Texas, Hardware)  
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# Deadly Bear

Put Teddy on the most endangered species list and FUR FIGHTERS on your most wanted. A new kind of game has hit the scene. Part adventure-crammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!



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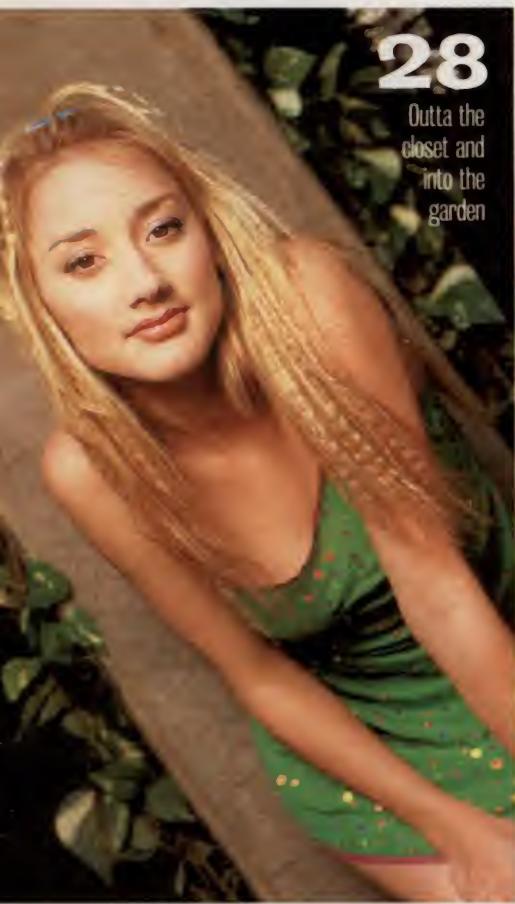
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## Hardball Pro picks

### Balls and Strikes

34

We go to the Big Dance and get a full scouting report on the latest crop of ball games, with help from three of baseball's biggest sluggers. *All-Star Baseball 2001* hits it outta the park, *Sammy Sosa's High Heat* gets iced, and John Rocker takes abuse. Here's the team: us, Derek Jeter, Mike Piazza and Barry Bonds. You like?



28

Outta the  
closet and  
into the  
garden

## Closet Gamer

### Bree Turner

28

We get our groove on with Bree Turner of *Deuce Bigalow* and MTV's *Undressed*, the most busting-out-all-over show on TV. This girl can out-Swayze Swayze and isn't afraid to play dirty at *Bust-A-Groove*.

## Celeb Battle: Blame Gamers

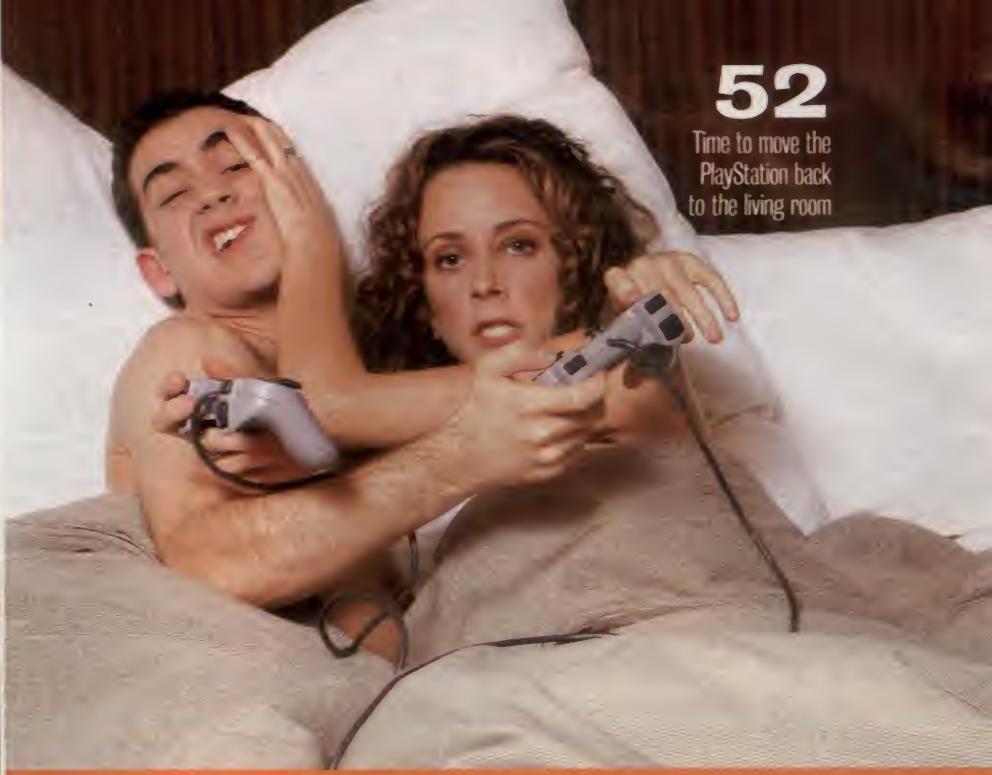
### The Peoples' Court

52

Kara McNamara and Jason Winer of *The Blame Game* agree to settle their dispute in our forum, which, in this case, is *WWF Smackdown*. Buttons are mashed, and it's general humiliation all around.

52

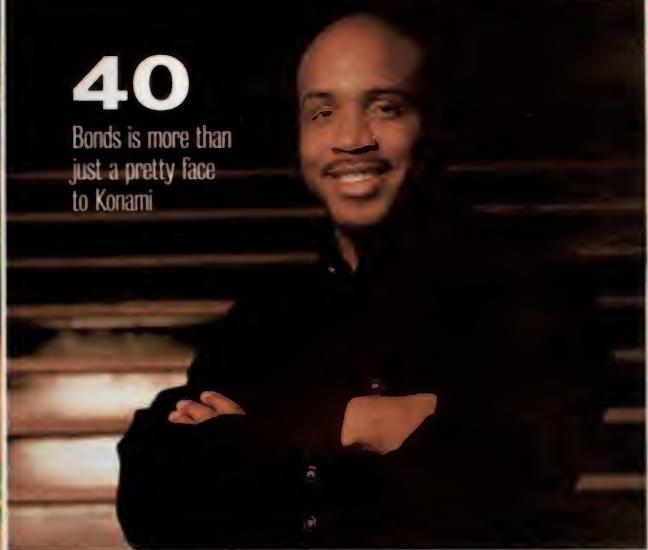
Time to move the  
PlayStation back  
to the living room



## FEATURED IN THIS MONTH'S ISSUE

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Bonds is more than  
just a pretty face  
to Konami



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Photography by Rajat Ghosh, Danya Florentino

**"Fun? Yes. Funny? Sure. Obscene? Hell yeah."**

-EGM

**"will become a long-played title in your game library"**

-Game Informer

**"If entertainment could be measured, GTA2 would bust the scale"**

-Gamespy.com



# GTA2

**Grand Theft Auto is back.**

Completely open & non-linear game play frees you to carve your own way to the top of the crime underworld. Go anywhere. Steal everything. Jack anyone!

Intelligent gang system - Earn and maintain the respect of gangs to gain the best jobs. Or, play the gangs off against each other in turf wars.

Fierce playability: against a backdrop of urban anarchy the game play is more absorbing & involving than ever.



**The incredibly fast-paced and fluid game play now matched by Sega's 128-bit system makes GTA2 a must-have for the Sega Dreamcast owner's game library.**



Sega Dreamcast.



[WWW.GTA2.COM](http://WWW.GTA2.COM)  
[www.rockstargames.com](http://www.rockstargames.com)



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# THIS MONTH'S SPECIALS

Derek Jeter Interview

## Pride of the Yankees

Taking some practice cuts with D.J., we discover that the damn Yankees are extra-juiced in *All-Star Baseball*. Wonderful. Jeter also gets philosophical about the greatest shortstops of all time and Mariah Carey.

Talking Tentacles with Kenji Eno

## Warped Mind

The man behind *D2* isn't as insane as we thought, but he does enjoy dancing naked in the desert with fellow game designers and 2000 of his closest friends. Well, he didn't actually say the "naked" bit, but it was implied.

PlayStation2 on Track

## GT 2000 vs. Ridge Racer V

60

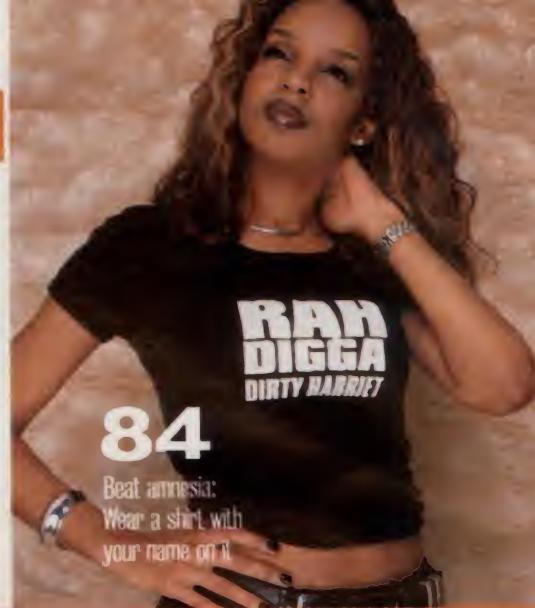
Late-breaking info and breathtaking screens of PlayStation2's biggest racing duo. You ain't never seen driving games like this before. Just turn to the page right now; words are useless at this point....

Celeb Review: Rah Digga

## Digga Please!

84

Our girl Rah's hardcore into PlayStation - she's on her sixth - but she makes a special exception for us and picks up a Dreamcast controller long enough to play *Maken X*. Turns out she's handy with long swords.

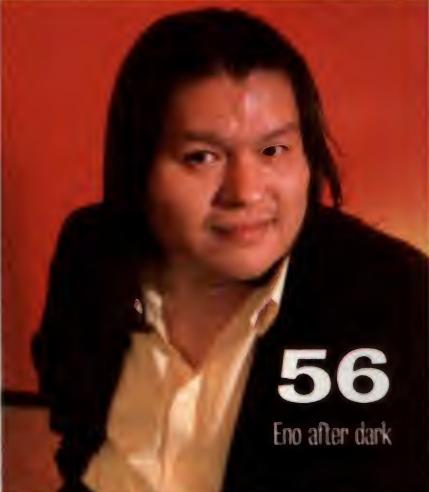


**46**

Jeter takes a moment to ponder facing Rocker



# DEPARTMENTS AND THE OTHER STUFF



**56**

Eno after dark



## Previews

**60**

The Dreamcast takes to the track with *Sega GT* and *Metropolis Street Racer*, and it's another big month for the PS2, with looks at *Oddworld*, the made-in-America RPG *Summoner*, and Bond's latest jaunt, *The World Is Not Enough*. Then we hide in shadows with *Tenchi 2*.

**PLUS!** *Spider-Man*, *Space Channel 5*, *Mike Tyson Boxing*, *X-Men*... and that ain't the half of it.

## Reviews

**86**

Claire's never looked as good as she does in *Code Veronica*. *Berserk* bleeds all over us. *NHL 2K* and *Rock the Rink* hit the ice, and we get our freak on with *Chu Chu Rocket*. And *Sim Theme Park*. Then, of course, there's the whole baseball thing.

**PLUS!** Sequel-tastic with *Medievil 2*, *Rollcage Stage II*, *Street Sk8er 2* and *Colony Wars* in da haus.

## Strategy & Codes

**100**

"Being Gabe Logan" in our *Syphon Filter 2* walkthrough, and how to skate like a pro in *Tony Hawk*.

### Syphon Filter 2 PS

**100**

### Tony Hawk's Pro Skater N64/PS

**112**

**PLUS!** More tips, secrets, and GameShark codes than bad Madonna movies. That's saying something.

## The Aforementioned Other Stuff

**12**

### GAME PROSE

Luke owns his PlayStation and is not a crackhead, and somehow Cinderella gets involved. Then we make fun of Russell Crowe, and Ed gets back in his box.

### WWF RANT

**72**

D'LQ claims video game supremacy over the Western world, sends The Rock to the back of the line, and then punishes Jon Robinson, *Triple Play*-style.

### ROD FURLONG'S COLLECTIBLE CORNER

**118**

Hearken back to the good old days with our "Virtual Boy With Vomiting Boy" commemorative plate exclusive offer! Direct from Bernard Funch to you. We take flex-pay!

Photography by Tom Hopkins, Danya Florentino, Michael Sexton



BETRAYAL



HEARTACHE



TREACHERY



DECEIT

THEY DON'T FORGIVE.  
AND THEY DON'T FORGET.

Lay the SmackDown! on your enemies with your own created jabroni or as one of the WWF's top Superstars. Make friends then break them as you roam backstage from the boiler room to the kitchen. Just remember that backstage politics can work against you - don't let The Rock™ run-ins, well-placed metal chairs, and McMahon appointed guest referees get you in the end.

Huge Backstage Area



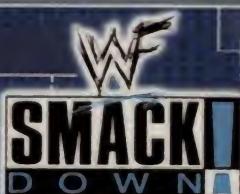
Special Guest Referee



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YOU MAY LAUGH IN THE FACE OF FEAR.  
BUT IT'LL BE A NERVOUS, UNCONVINCING LITTLE LAUGH.

# RESIDENT EVIL CODE:Veronica

HKT:7801

ONLY ON SEGA DREAMCAST



RESIDENT EVIL CODE:Veronica is a survival horror game developed by CAPCOM. It is the second part of the Resident Evil series and was released for the Sega Dreamcast console. The game follows the story of Sherry Birkins, who is infected with the T-virus and must survive against various mutated creatures in a dark, atmospheric environment. The graphics are 3D and feature a mix of cutscenes and real-time combat. The game is known for its intense atmosphere and challenging puzzles.

CAPCOM

Animated Violence  
Animated Blood and Gore  
MATURE  
M  
WORLD

If you enjoy Resident Evil (you sick pup), then kill the lights and immerse yourself in two disks — over 40 hours — of the most vile, mutated, flesh-eating terror yet. New weapons, 3D graphics, and P.O.V. battles bring the horror to life like never before. Which means you'll get to see how brave you really are.

Sega Dreamcast  
IT'S THINKING



# Game Prose

Get it? Game prose? Funny on so many levels, and true. Talk to us. We're here for you. Send all thoughts and personal manifestos to incite Video Gaming Magazine, 650 Townsend St., Suite #305, San Francisco, CA 94103 USA. Letters written in crayon automatically lose one point. If you do that email stuff, try ivgletters@incite.com.



## incite

### Letter of the Month

We get letters. This month we got a letter from Luke. It was concise and informative: In short, a brilliant communiqué. It fundamentally changed our worldview. So, from this day forward, every month we'll give the writer of our favorite letter a free game system of his or her choice (no import PlayStation2s). What'll it be, Luke? Dreamcast or Nintendo 64? Or maybe a backup to your PlayStation in case your warranty runs out?

#### A NOTE FROM LUKE

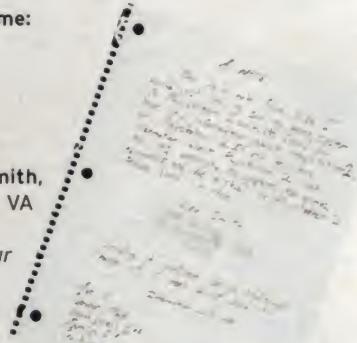
This is a note from Luke. I would just like to say my game system is PlayStation. I own it. Would you have any information about PlayStation2? If you do have information about PlayStation2, such as its warranty, its graphics, the games, equipment, and the arrival of PlayStation2, please send it too! Sending it will not be an additional charge – if it is, do not send it!

#### Information about me:

Age: 11  
Gender: Male  
Grade Level: 6th  
Family: 5!  
Crackhead: NO!

—Luke Smith,  
McGaheysville, VA

*Hold tight, Luke, our next issue will be quite literally FULL of PlayStation2 info, assuming we can stop playing the thing long enough to do all that writing stuff we do. Thanks for not being a crackhead.*



#### MY SATURN BROKE

You know what pisses me off? My Saturn broke. The same time they stopped selling them. And I got all these games for it, including the classic *Mr. Bones*. I keep hearing that they're going to rerelease Sega Saturn this summer, from my friends and some magazines. I think they should bring back Sega Saturn! You know the saying "You don't know what you have until it is gone?" Well, I guess that was the case for Saturn fans. I know nobody cares what I think, but I don't care what anybody else thinks. I think Sega fans should spread the word and try to get Saturn back on its feet. Email Sega and tell them to bring back Saturn!

—Jason Benesh  
Las Vegas

*Good luck, Jason. Tell us how the mail campaign works out. Say no to drugs. And don't ever quote Cinderella lyrics to us again.*



**NIGHT SONGS** Was Cinderella's hit "Don't Know What You Got (Till It's Gone)" really about the Saturn? No.

#### DESPERATELY SEEKING CLAIRE

Could you please tell me who the model for Claire Redfield is? You know, the one in issue No. 4. She has to be the best-looking girl I've ever seen! What are the chances of you guys giving a 16-year-old her email address? I just want to tell her how much I admire her. You don't have to tell anyone else. Even though I'm sure others want to know too. I'm a picky person. If I think she's good-looking, then she's one-of-a-kind. Well, maybe two-of-a-kind, at least. Could you at least tell me her age? My friend and me have a bet going on: I think she's 22-24; he thinks she's 20-22. Any info that you can provide will be extremely great.

—Chris, via email

*Well, Chris, her name's Claire Redfield and she hails from Raccoon City... er, wait. 'Fraid we can't tell you what her real name is, on account of her not wanting to be stalked by the undead. If the situation changes, though, we'll get back to you.*

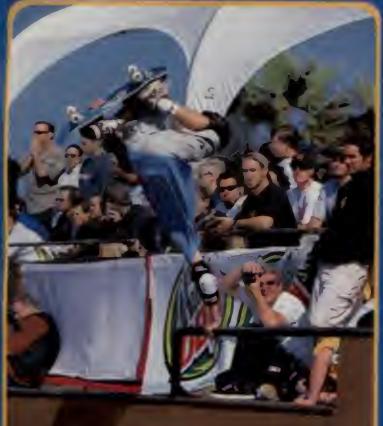
#### SEGA WARS EPISODE III: NO HOPE

I read Bobby Vincençh's letter in the March issue about Sega. For longtime gamers like myself, we know Sega's history of abandoning their console systems when the competition got hot. Case No. 1: The Master System was

*Continued on page 14*

"...the best  
skateboarding  
game ever."

— GamePro



HANDPLANT...



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Pull off hundreds of on-the-fly trick combinations, including moves like grinds and kick-flips.



Take on various two-player, split-screen modes or go pro in single-player "career" mode.

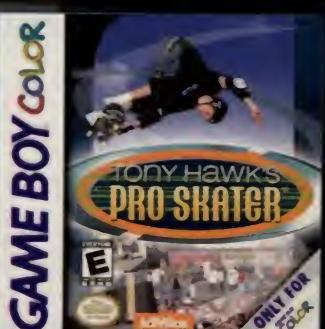
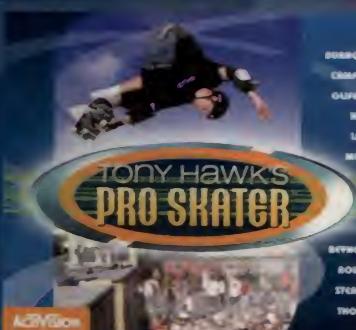
TO NINTENDO® 64  
AND GAME BOY® COLOR



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## LETTERS

Continued from page 12

going toe-to-toe with NES, but Sega abandoned it when NES sales were better. Case No. 2: Sega Genesis was doing great for a while, until Super Nintendo came out. To give Sega its due, it came out with its 32X and Sega CD peripherals, but abandoned those systems as well. Case No. 3: Sega Saturn; the games were few, and when PlayStation and N64 emerged, it died quickly. I'm glad Sega's Dreamcast is doing well, for now. But when PlayStation2 and Nintendo's Dolphin systems come out, well, you can see the history. When Sega announced it will focus on software, that didn't surprise me. I think Sega makes great games, and making games for other systems would be best for the company's future.

-Pat Talbot, via email

### LONE GUNMAN

I found a big, huge problem with your March 2000 issue. On page 83, in your *Syphon Filter 2* article, you've got a box about paintball guns. I play paintball all summer. I have a Shocker 4x4 like in the article, and I also have a Spyder, which is just like the Spyder Compact 2000. YOU DO NOT HAVE TO COCK THE GUN EVERY TIME YOU SHOOT. I think it is cool that you are putting paintball in your mag; it will help get the word out about the sport. You guys are new, so I'll let it slide, but the next issue better be researched more before you go to the print shop.

-Zach, via email

Like the guy who screwed up the Gran Turismo caption (see last month's Letters) the guilty party has been fired. His car was also repossessed, and his wife left him.

### JUST SAY NO TO ASS BITING

I am a huge fan of the Tomb Raider series. I've played all four games, and thanks to the

strategy guide you provided in February's issue, just finished off *The Last Revelation*. So, here's my beef: On page 93 of the same issue you make reference to Lara "shimmying up and down poles and not having to tip her." If Lara really existed in, you know, reality, she'd probably beat the living crap out of you over that one. And I totally don't get the macho "bite her ass like a peach" crap. I will give you the fact that she was designed to be attractive, but aren't there enough real women in the world for you to exploit and dehumanize down to just body parts? She isn't Russell Crowe (an ass, I might add, I could bite like a peach) in *Virtuosity*; she's not coming to life any time soon. So, to all of you out there trying to sell crazy, I'm not renting any space in my head.

-A REAL Woman  
Dover, DE

Hey, that was Jamie Kennedy who said the ass/peach thing, not us. We're content to just make Lara do that "on yer knees" crawl for hours at a time.



I'M A THESPIAN In this picture we see the dreamy Russell Crowe waiting for Godot. He never showed.

### IN MY DAY...

Is it just me, or are sports games on the decline since the Sega Genesis days? Take the NHL series on the

Genesis. I happen to think that those were some of the greatest sports games ever created. It was fun, exciting, easy to play and in-depth. The FIFA series was also amazing, but is still a good series today (although not as fun as before). Tecmo Pro Bowl for the Nintendo was a great game, and I still play it almost daily. It has everything needed in a game: fun gameplay, good controls, sound, and it's easy to get into. I have noticed that although *FIFA 2000*, *NBA 2K* and *NHL 2000* have stellar graphics, they lack the fun that was present in the early days of gaming. People are blown away by the wonderful graphics and sound, and forget what games are really about. In my opinion, if a game has that certain fun factor that was present in early days, what more does it need? Am I the only one who feels this way?

-Alec Depcrynki  
via email

Would you really rather play Bulls vs. Blazers than NBA 2K? Really?

### THE FLASH IS A GAMER!

Can static-electricity shocks harm PlayStation controllers? I only ask because I've had three controllers die on me this way. At some point, someone picks up the controller and feels a static jolt. From this point on, the L1 button no longer works correctly. All three were standard PlayStation controllers. Is there some defect in the PS controllers that causes this to happen? Should we all start touching something metal before we use our PlayStations? Thanks for your help.

-Matthew Martin, via email

Are you one of those guys who was struck by lightning and now has superpowers? Don't answer. We told Sony

about your problems, and here's the answer: "At this time, SCEA has not confirmed any connection between static electricity causing malfunctions with PlayStation controllers. The controllers are well insulated and not very susceptible to this type of failure normally. If you are experiencing problems with the functionality of your PlayStation and/or peripherals, please contact SCEA Consumer Services at 800-345-7669." Best not to mention the struck-by-lightning thing, though.

### OUTSIDE THE BOX

Holy crap! I've just got to know: Did Agent Lewis really sneak into that bar in a cardboard box? How did the photographer get in?

-Yiktat Fung, via email

Yiktat is wondering about our "Boxing Clever" feature (March, p. 68), in which intrepid Ed Lewis put his Metal Gear Solid knowledge to good use and infiltrated a local club disguised as a cardboard box. To answer Mr. Fung's question, Agent Lewis has just plain got mad skillz. And the photographer, well, he brought his own box along, didn't he?



CHECK MY SWIFFER While Ellen DeGeneres makes a fool of herself, Ed sneaks in to the 42nd annual Grammy Awards.

# WE UNDERSTAND...



## Sites for TRUE GAMERS

### PCGameREVIEW™

*PC Game Reviews by Gamers like You!*

What do other gamers say about PC games you might buy? See the naked truth at [www.pcgr.com](http://www.pcgr.com). And be heard! You can submit your own reviews, too. Plus read the latest game news, check release dates, and browse through hint libraries. [www.pcgr.com](http://www.pcgr.com). A site worth telling her to wait.

### VideoGameREVIEW.com™

*Console Game Reviews by Gamers like You!*

[www.videogamereview.com](http://www.videogamereview.com) is THE site for console game addicts. Rave or rant about Playstation, Dreamcast, Nintendo, and Gameboy games. Research. Where's the HOTTEST gameplay action? Find out! [www.videogamereview.com](http://www.videogamereview.com). Don't game without it.

## GAME REVIEWS BY GAMERS LIKE YOU





# VIPamela

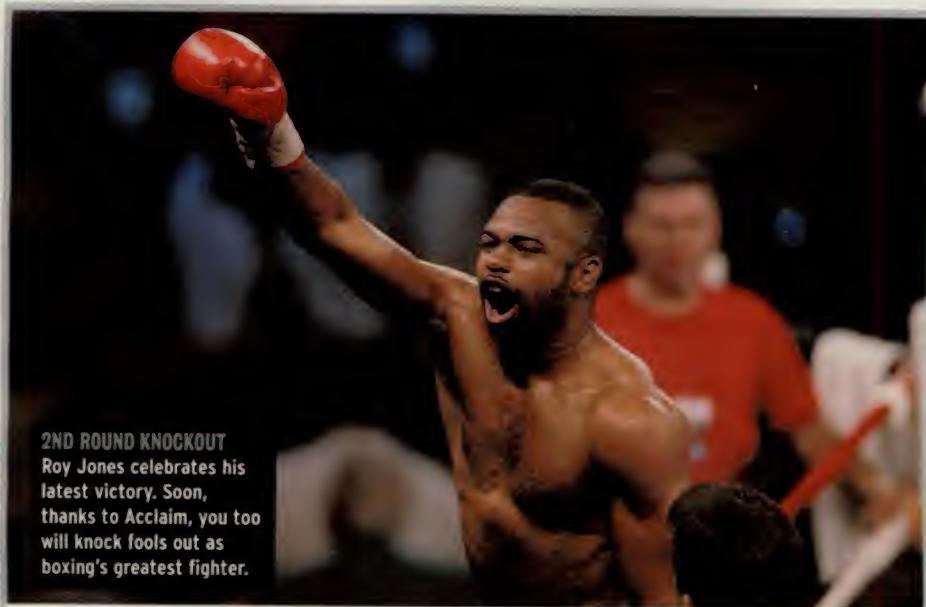
Wham, bam, thank you, Pam! Ubi Soft scores with *VIP* games.

**F**lush with the excitement of having nailed Pamela Anderson Lee...down to a contract, Ubi Soft is set to create and publish games based on the star's *VIP* TV series. All told, the agreement covers games for a total of nine different game systems, with a Dreamcast and PlayStation game set for a November 2000 release. Pam's abundant talent will also be fully

**BLONDE AMBITION** Pamela's new show is a hit, thanks to great writing, dramatic acting, and, er...wrong program. It's the chicks!

rendered for next-generation systems, including PlayStation2, Nintendo's Dolphin, and Microsoft's X-Box.

The VIP game will reportedly be a 3D action/adventure that allows gamers to assume the role of Pamela's *VIP* character, Vallery Irons, as she performs her unique bodyguard services. Vallery will utilize an outlandish array of weapons in the line of duty, and Ubi Soft promises the TV series' tongue-in-cheek humor will remain intact.



**2ND ROUND KNOCKOUT**  
Roy Jones celebrates his latest victory. Soon, thanks to Acclaim, you too will knock fools out as boxing's greatest fighter.

## Keeping up with the Joneses

Acclaim teams with Roy Jones Jr. to enter the lucrative boxing arena

Pound for pound, no one in the world can outfight Roy Jones, Jr., and Acclaim is hoping to cash in on his status and the success of other best-selling titles like *Knockout Kings* and *Ready 2 Rumble* by creating a boxing game about the flashy HBO fighter/commentator. In fact, the still untitled game will carry the

HBO Sports license and will also feature legend George Foreman (without the grill), and heavyweight contender Michael Grant. Other boxers are also being signed by Acclaim, but at press time, the names of those fighters were still unconfirmed. Look for more on this breaking story in future issues of *incite*.

## Hot and Cold

Bringing out the thermometer and gauging the interest levels of the latest gaming news that shocked the world.

### ■ Square and Disney

The *Final Fantasy* makers cut a deal with Mickey & Co. to create a "breakthrough" PS2 title for U.S. release in 2002. Donald versus Daisy... fight!



### ■ Tony Hawk 2

Activision announces that the follow-up to its white-hot skating game will appear on all platforms. Expect it in time for Christmas.

### ■ Sega's Dreameye

This little Dreamcast camera lets users do everything from video chat with their friends to see the gamers playing on the DC network.

### ■ Strider 2 to U.S.

Capcom's fearless fighter will finally make its way Stateside in May. Too bad you can beat the entire game in less than 40 minutes.

### ■ Karaoke Box

Our nutty Japanese brothers and sisters just can't get enough karaoke, and now they'll get to croon along via their Dreamcast.

### ■ Lara Overload

Had enough of Lara's T&A? No? You're in luck. Eidos has announced plans to ship another *TR* title for PlayStation by Christmas.

212°  
BOILING

PIPING

TEPID

32°F  
FREEZING

## Turning Tricks with MTV Sports

BMX stuntman flips for THQ's new stunt-based game

The video game industry cycles through trends at a rapid rate. The first offbeat sports craze was to simply make titles based on the X-Games. Then came the rage of 20,000 snowboarders. A few years later skateboarding became the hip genre to develop. But today tastes have changed again, and this holiday season you're likely to see more BMX games released at one time than at any other period in the history of video games.

Not about to let their piece of the BMX pie slip away, THQ and MTV Sports recently announced a partnership with BMX dirt rider and former X-Games champ T.J. Lavin to develop a PlayStation game centered around the extreme trickster. The game is scheduled to feature freestyle modes ranging from street and vert to dirt tracks, and will incorporate Lavin's vast trick knowledge into each stunt. Check for the game to ride into stores in the winter.





# PLAYTIME'S JUST BEGUN

At February's PlayStation Festival 2000 in Japan, the world got its first up-close look at the PlayStation2. This was the event for Sony to strut its next-generation stuff – from the sleek, black-and-blue console and peripherals to a handful of gorgeous launch titles to samples of the box's DVD capabilities. Here's what we saw.

## DVD:

Screenings of *The Matrix* back Sony's boasts of DVD movies on the PlayStation2.



One of the biggest questions about the PlayStation2 going into PlayStation Festival 2000 was just how good its DVD movie playback quality would be. Those questions were answered mightily when spectators were treated to multiple high-quality screenings of *The Matrix*. From what we witnessed at the show, the PS2 has fully featured playback, including multiple angles, subtitles, and other extras. The Dual Shock 2 controller will work as a "remote," though there's also some discussion about a more conventional wireless remote being introduced later down the line.



## Armored Core 2

■ Robot combat ■ From Software ■ Summer (Japan)

There are far too few games featuring giant robots stomping through cityscapes on the way to deep space to battle more robots. Thankfully, that's all about to change with *Armored Core 2*. Customize a mammoth fighting mech, punch the jump jets, flick on your HUD (heads-up display), and launch an area-effect grenade at your enemy. It's all here, except for tiny pedestrians to squish.



## Dark Cloud

■ RPG ■ Sony ■ Q4 (Japan)

If this sounds familiar, it's because you've played *Zelda*. Sony's *Dark Cloud* is all about a boy whose magical land has been uprooted and replaced by an evil kingdom. Normal role-playing-game antics ensue, but the most intriguing aspect of *Dark Cloud* comes with the Georama land-creating system: It lets you build your own gaming environments, then jump in 'em to hack and slash to your heart's content.



### Driving Emotion Type-S

■ Driving ■ Squaresoft ■ Summer (Japan)

While *Type-S* may lack the depth of *Gran Turismo*, it makes up for it by piling on great-looking visuals. Flecks of dirt are kicked up by your tires, there's a heat haze in the distance, and even leather driving gloves.



### Eternal Ring

■ RPG ■ From Software ■ March 4 (Japan)

Speed of play, fantastic creatures, colossal environments... and jewelry collecting. Yes, you may have experienced real-time RPGs before, but this is the first to involve finger accessorizing. This *King's Field* sequel really has it all.



### EverGrace

■ RPG ■ From Software ■ Summer (Japan)

Hack, slash, and conjure in a real-time *Final Fantasy*-style drama as you scamper around lush environments, slaughtering nasty critters like troglodytes, big purple demons and anything else that looks at you funny, as a third-person over-the-shoulder camera races to keep up with you.



### Extermination

■ Survival horror ■ Deep Space ■ TBA

If you thought blasting zombies and squishing nasty parasites was disgusting on the PlayStation, just wait until you see their nauseating debut on the PS2. Splattering guts already appear in the opening stages. Can't wait to see what other sickening surprises await.



### Street Fighter EX3

■ Fighting ■ Capcom ■ March 4 (Japan)

A premier PS2 launch title, *Street Fighter EX3* promises two distinct play modes. Original mode mimics the arcade game, in which you must fight and defeat Bison, while Arena mode offers two- to four-player competitions in Versus, Tag, Team, or Dramatic battle.



### Tekken Tag Tournament

■ Fighting ■ Namco ■ March 30 (Japan)

Think about *Tekken* battles with the graphic quality of the PlayStation's cut-scenes. Add 34 characters and a teammate you can tag in midbrawl and you get the picture. The only fighting game you'll need – until *Tekken 4*.

If you thought blasting zombies and squishing nasty parasites was disgusting on the PlayStation, just wait until you see their nauseating debut on the PS2.



## HARDWARE: Peripheral Visions

What good is a new game console without something to accessorize it? Here's a rundown of PS2 peripherals.

### Dual Shock 2 Analog Controller

**\$32 (approximately)**

Looks and rumbles like the current Dual Shock, but all controls except for Start and Select are fully analog.

### 8MB Memory Card

**\$32 (approximately)**

A dead ringer for the current memory card, the PS2 card holds 64 times more data, and you can access the information 250 times faster. We'll take it.

### Multitap2

**\$33 (approximately)**

Since the PS2 only sports two controller ports, you'll need this peripheral for some serious multiplayer fun.

### Vertical Stand

**\$14 (approximately)**

This blue accessory lets your PS2 stand and deliver a far smaller footprint in your entertainment cabinet.

### DVD Component Video Cable

**\$23 (approximately)**

Does your set support the exceptional image quality of component video? So does the PlayStation2.



Gotta get rid of a cool Benjamin, and need to unload it quick? Check out our picks for this month's hottest best buys.

#### APRIL 2000

	1	2	3	4	5	6	7	8
9	10	11	12	13	14	15		
16	17	18	19	20	21	22		
23	24	25	26	27	28	29		
30								

#### DATES:

April 3	Box seat to Ken Griffey, Jr.'s debut in Cincinnati	\$21
April 11	Da Brat's new album, <i>Unrestricted</i>	\$16
April 11	<i>Three Kings</i> DVD, starring George Clooney	\$15
April 17	<i>Nightmare Creatures 2</i> for the PlayStation	\$40
April 21	One ticket to see <i>U571</i> WWII action on a stolen Nazi sub	\$8
<b>TOTAL</b>		<b>\$100</b>



**THESE THREE KINGS** Ice Cube and Marky Mark teach George Clooney to rap.



## Half-Life's a Dream

Critically acclaimed shooter sets its sights on Dreamcast

The Dreamcast continues to show signs of life — *Half-Life*, that is. Sierra Studios has confirmed the megahit PC first-person shooter is headed for Sega's next-generation system. Developed by Valve, *Half-Life* has garnered numerous Game of the Year awards, and has sold more than 1.5 million copies worldwide.

Think the PC game looked good? Dreamcast owners will enjoy key

enhancements to the already impressive PC title, including higher-polygon-count character models, improved lighting and special effects, and even an all-new single-player mission featuring Black Mesa security guard Barney. The Dreamcast version of *Half-Life* is being developed by Captivation Digital Laboratories in conjunction with Valve, and should hit store shelves sometime this summer.

## YOUR CAPTION GOES HERE

#### CAPTIONING THE MOMENT

Take a quick look at the screenshot to the right. Notice anything, say, amusing about it? Think there's an opportunity to send in a humorous caption to win a copy of this month's game, *All-Star Baseball 2001*? Of course there is. Winners will be notified by telephone or email, and will be printed in Issue 8.

Email your best caption to:

ivgcaption@incite.com.

Or mail it to us at:

CaptionGoesHere, incite Video Gaming,  
650 Townsend St., Suite 305, San Francisco,  
CA 94103.

#### This month's pic: All-Star Baseball 2001



Captioned humor for today's gaming greatest hits

#### MARCH (ISSUE 4) - WINNING ENTRY

"Hey, Michael Jackson! Bubbles is open! Pass the ball to Bubbles!"  
—Eagleone, via email



#### CAPTION RUNNERS UP

"Daddy, who's that on the court, Robin Williams or Bigfoot?" —Victor Bonilla, Springfield, Mass.

"Oh, no! Marv Albert is caught in another one of his sexual fantasies." —Jason Kines, Salem, N.Y.



## Tomb Raider: the Cast Revelation

Golden Globe(s) winner Angelina Jolie set to strap on Lara Croft's...guns

**E**veryone's been wondering who will play Lara Croft in the *Tomb Raider* movie. In gaming circles it's the most debated question since, "Did Britney Spears get a boob job?" Well, if reports from movie-industry standard *Variety* are correct, the winner of Paramount's *Tomb Raider* star search appears to be Angelina Jolie. Jolie, whose recent films include *Gone in 60 Seconds* and *Girl, Interrupted*, is reportedly in final negotiations to star in the film, which will hit theaters sometime in 2001.

Early descriptions of the *Tomb Raider* movie have Lara Croft as a publishing magnate who travels to exotic locations to uncover and preserve ancient artifacts. Jolie should be able to pull off the sexy but brainy persona of Lara Croft. The only questions are how accomplished her English accent is, and whether she has the assets to "fill" the role's ample physical demands. But then, it's amazing what they can do with special effects these days.

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## RANTING

NO-HOLDS-BARRED  
EDITORIAL SEETHING

### No. 6 GOT HEAD?

Recognizing that codes and cheats are a mainstay in today's video game world, Brett Rector takes a high-stick to the overused canon of bodily enhancements. And no, he's not talking about John Holmes.

**G**ames nowadays are epic masterpieces, complete with deeper storylines, full-motion video, and so much more, that they take several days or even weeks to finish playing. More often than not, you're rewarded for your efforts with goodies such as hidden modes, extra characters, and codes to entice you to play through the game again. But there's one extra that needs to be toned down to preserve the sanity of gamers: bodily distortions – in particular, the big head.

Large dome, *cranius maximus*, hydrocephalus, elephantiitus of the noggin. Call it what you will; in the end it all means the same thing: a huge noodle. Why on earth would you want to load up a game of *NBA 2K* or *GoldenEye 007* and play with characters sporting massive craniums? When gamers turn to the codes section of a mag, they want stuff they can really use, like unlimited ammo or lives or maybe a supersecret weapon. Instead, we editors, after scouring our resources, more often than not end up diluting these sacred pages with some sort of Big Head mode or other freakish bodily tweak. It's enough to give you violent thoughts.

Please, before you turn all gamers (and game editors) insane, don't make us aware such codes exist, because then we will be forced to print them.



Illustration by Fred Harper

## Crazy Like a Fox

An *X-Files* deathmatch? Like the truth, it may be out there.

**I**magine playing a giant multiplayer game online in which all of the characters are from the *X-Files* or *The Simpsons*. Now imagine you're playing this game at home on your PlayStation2. Well, this scenario is closer than you may think. Fox Interactive recently inked a deal with Monolith to use its innovative LithTech 3D engine to produce massive online games based on various Fox characters such as John McClane and Bart Simpson, on the PlayStation2. Although no property names have officially been leaked yet, with Fox holding the rights to a huge range of shows from *Aliens to Cops*, you can expect some wild shootouts in the near future.



**WHO SHOT MR. BURNS?**  
If Fox Studios gets creative, it could be Agent Scully.

Fox, *The Simpsons* Star

## Dreamcast Noir

Lionhead's *Black & White* to color Sega's Internet world

**T**he Dreamcast's dormant Internet function finally seems to be stirring, as Sega has announced that the PC strategy game *Black & White* will hit the Dreamcast by Christmas of this year. Developed by Lionhead Studios, *Black & White* allows gamers to assume the role of a god intent on recruiting worshipers and unleashing titans on an idyllic world.

The game will take full advantage of the Dreamcast's Internet capabilities, which will allow real-time competition between multiple players. Console gamers will finally be able to experience the multiplayer gaming that has traditionally been the sole domain of PC gamers.



**BEAST OF BURDEN** Multiple players will be able to compete for worshipers using the internet.

# CAMPAIGN ROADSHOW

The media of print and TV are scrutinized for inventive, humorous, or off-the-wall advertisements, as voted by the readers of this magazine.

## TOP 3 TV COMMERCIALS OF FEBRUARY

### 1 SEGA

#### CRAZY TAXI

Think you can get a driver's license in the Dreamcast world with a driving record like B.D. Joe? Not if your DMV officer is hard-hitting Selene Strike from *Ready 2 Rumble*.



Always preferred my weapon to my woman anyway.

### 2 SONY

#### COLIN MCRAE RALLY

Young Colin McRae gets his first taste of rally racing when he takes his daddy's old heap out for a spin. All these Scottish accents give us hilarious flashbacks to *Fat Bastard*.



### 3 FOX

#### DIE HARD TRILOGY 2

Ever wonder who might be more suited for the role of John McClane than Bruce Willis? We especially like the cowboy-hollering old men and young kids being pelted with baseballs.



## TOP 3 PRINT ADVERTISEMENTS OF JANUARY

### CAPCOM

#### RESIDENT EVIL: CODE VERONICA

Not afraid of *Resident Evil* games anymore? When you try *Code Veronica* for Dreamcast, these new, scarier zombies may shut you right up.



### 989 STUDIOS

#### SYPHON FILTER 2

Are you ready to track down the virus again? Fans of the old *Syphon Filter* will take the challenge, and Sony is banking on you and Gabe heading out on further stealth-based escapades.



### ELECTRONIC ARTS

NEED FOR SPEED:  
PORSCHE UNLEASHED  
EA's ad just screams *Fight Club*. This mock-up safety card shows the caution needed to handle a Porche. Don't forget extra underwear.



Source: Reader voting. Vote online at [www.incite.com](http://www.incite.com)

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# incite US TOP 25

In association with The NPD Group, here are the Top 25 best-selling console games for the first two weeks of February, as well as the single-format console Top 10 charts.

# 25

## Crazy Taxi

**1**

**Sega**  
**Sega Dreamcast**  
If all cabbies drove like they do in this game, there would be no pedestrians alive, and every kid would want a yellow car to call home. The sequel needs to add Danny DeVito barking out orders and telling you how to drive.



**2**

**Mario Party 2**  
**Nintendo / Nintendo 64**  
If Mario parties any harder, the cops will have to take away his license.



**3**

**Gran Turismo 2**  
**Sony / PlayStation**  
590 cars, 49 tracks, and 35 manufacturers add up to the best driving game around.



**4**

**NHL 2K**  
**Sega / Dreamcast**  
Classic hockey action. The only thing missing is the Marty McSorley high stick.



**5**

**Dukes of Hazzard**  
**Southpeak / PlayStation**  
If games based on cheesy '70s TV are the new fad, we want C.H.I.P.S.



**6**

**WWF Wrestlemania 2000**  
**THQ / Nintendo 64**  
Triple H and company slam the N64. The Rock says... buy the damn game.



**7**

**Gran Turismo**  
**Sony / PlayStation**  
Tough one to keep on shelves. Buying the game is cheaper than a speeding ticket.



**8**

**Tony Hawk's Pro Skater**  
**Activision / PlayStation**  
Still running from the cops, Tony Hawk takes time out to sell millions of games.



**9**

**Spyro the Dragon**  
**Sony / PlayStation**  
You can't stop cute games; you can only hope to contain them. Outselling the sequel.



**10**

**Donkey Kong 64**  
**Nintendo / Nintendo 64**  
People just don't get tired of playing new games with the same old characters.



**11** ▼ 8 **Crash Bandicoot: Warped!**  
**Sony / PlayStation**

The Time Trials help make the gameplay last long after you've beaten the final boss. One of the coolest platformers on the PlayStation.

**12** ▼ 7 **Tomorrow Never Dies**  
**EA / PlayStation**

While this game neither shakes nor stirs, the ladies seem to dig the tuxedo. If only the Michelle Yeoh sequences actually involved karate.

**13** ▼ 10 **Super Smash Bros.**  
**Nintendo / Nintendo 64**

The only game that lets that underated hero Luigi beat his overrated brother Mario in the head with a hammer.

**14** — 14 **NBA Live 2000**  
**EA Sports / PlayStation**

Larry "Legend" Hug unks on Michael Jordan's head in a game of one-on-one. It could happen, and it did in a recent *incite* tourney.

**15** ▼ 9 **Medal of Honor**  
**EA / PlayStation**

Why watch *Saving Private Ryan* on DVD when you can shoot those damn Nazis yourself in this top-notch WWII action/adventure?

**16** ▲ 20 **Sled Storm**  
**EA / PlayStation**

Acting reckless in the snow can have serious consequences. Just ask Sonny Bono. At least you have a reset button.

**17** ▼ 13 **Frogger**  
**Hasbro / PlayStation**

The game that never dies. Maybe they should call it "Cockroach" instead. One of the best-selling PlayStation games ever.

**18** ▼ 17 **Namco Museum, Vol. 3**  
**Namco / PlayStation**

The perfect game for those upset that their Atari 2600 finally burned out. Ms. Pac-Man leads the charge of old-school games on the PSX.

**19** ▼ 16 **Driver**  
**GT Interactive / PlayStation**

Being an undercover cop can be tough work, especially when you're infiltrating the Mob. Get away and make arrests, missstep and die.

**20** ▼ 19 **Madden NFL 2000**  
**EA Sports / PlayStation**

Football fans were so inspired by the best Super Bowl ending ever that they all ran out and tried to repeat the final play in the game.

**21** N **Legacy of Kain: Soul Reaver**  
**Eidos / Dreamcast**

A vampire game that doesn't suck. Eidos takes a great PlayStation game and makes an even better, more beautiful Dreamcast version.

**22** ▲ 25 **Spyro the Dragon 2: Ripto's Rage**  
**Sony / PlayStation**

Another cuties-purple-dragon adventure for kids. At least you still get to light sheep on fire with your stink breath.

**23** R **Need for Speed: High Stakes**  
**EA / PlayStation**

Racing for pinks is back. As soon as the game got its new \$20 price tag, it sped right back onto the charts. Can't keep a good racer down.

**24** ▼ 15 **Rugrats**  
**THQ / PlayStation**

If you're older than 10 and you bought this game, you need to seek counseling. The only thing worse is Mase's theme song for the movie.

**25** R **Tomb Raider III**  
**Eidos / PlayStation**

Eidos' cash cow continues to sell. If you think Lara is overhyped now, just wait until the movie comes out, accompanied by the new game.

### CHART LEGEND

Position this month

Position last month

Movement

▲ Moving up

● Same position

▼ Moving down

### NPD

The detailed chart information on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

## Nintendo 64 TOP 10



- 1 N **Mario Party 2** • Nintendo
  - 2 R **WWF Wrestlemania 2000** • THQ
  - 3 ▼ 1 **Donkey Kong 64** • Nintendo
  - 4 ▼ 2 **Super Smash Bros.** • Nintendo
  - 5 ▲ 8 **Super Mario 64** • Nintendo
  - 6 ▼ 3 **Namco Museum 64** • Namco
  - 7 ▲ 9 **Legend of Zelda** • Nintendo
  - 8 R **Turok 2** • Acclaim
  - 9 R **NASCAR 2000** • EA Sports
  - 10 — 10 **Pokémon Snap** • Nintendo
- Mario and Link outlast The Rock and D'Lo Brown in a tag team war for the top spot.

## PlayStation TOP 10



- 1 — 1 **Gran Turismo 2** • Sony
  - 2 ▲ 5 **Dukes of Hazzard** • Southpeak
  - 3 — 3 **Gran Turismo** • Sony
  - 4 ▼ 2 **Tony Hawk's Skater** • Activision
  - 5 ▼ 4 **Spyro the Dragon** • Sony
  - 6 ▲ 7 **Crash Bandicoot: Warped** • Sony
  - 7 ▼ 8 **Tomorrow Never Dies** • EA
  - 8 R **NBA Live 2000** • EA Sports
  - 9 ▼ 8 **Medal of Honor** • EA
  - 10 R **Sled Storm** • EA
- Gran Turismo 2* speeds past the Duke boys and the General Lee for first place.

## Dreamcast TOP 10



- 1 N **Crazy Taxi** • Sega
  - 2 N **NHL 2K** • Sega
  - 3 N **Legacy of Kain** • Eidos
  - 4 N **Zombie Revenge** • Sega
  - 5 ▼ 1 **NFL 2K** • Sega
  - 6 ▼ 2 **NBA 2K** • Sega
  - 7 ▼ 3 **Sonic Adventure** • Sega
  - 8 ▼ 4 **Sega Bass Fishing** • Sega
  - 9 ▼ 6 **Soul Calibur** • Namco
  - 10 R **WWF Attitude** • Acclaim
- Finally, some new games on the Dreamcast, and people are eating them up.



JOHN McCLANE STUNT DOUBLE #134  
- STEPPED ON PROXIMITY MINE NEAR  
ROULETTE TABLE WHILE BATTLING TERRORISTS.



JOHN McCLANE STUNT DOUBLE #56  
- ARM BROKEN NEAR SLOT MACHINES IN  
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.



JOHN McCLANE STUNT DOUBLE #18  
- HEADWOUND FROM HIGH SPEED WRECK WHILE  
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.

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## FEATURES:

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- ✗ FIGHT IN TWO COMBAT MODES (INCLUDING THE DEVASTATING BERSERK RAGE), UNLEASH POWERFUL COMBINATION MOVES AND WIELD FOUR DEADLY WEAPONS
- ✗ OVER ONE HOUR OF ENROSSING CINEMATIC MOVIE SEQUENCES UTILIZING ENHANCED IN-GAME MODELS
- ✗ SUPERB HIGH RESOLUTION GRAPHICS WITH FLUID COMBAT ANIMATIONS



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His enemies will know true  
fear once they encounter  
his Berserk rage!

# SWORD OF THE BERSERK GUTS' RAGE™



Sega Dreamcast™

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"When we play *Bust-A-Groove*, we actually get up and dance. The music is so catchy, I find myself singing the songs from the game in my car."

# Private Dancer

When not appearing in *Undressed* or *Deuce Bigalow: Male Gigolo*, actress and dancer **Bree Turner** likes to Bust-A-Groove. Paul Semel gets jiggy.

**L**ooks, as they say, can be deceiving. But sometimes they can be a big, fat lie. Take Bree Turner, for example. Cute as a candy bar and just as sweet, Bree looks like the kind of girl who wouldn't know the difference between a joystick and a joy buzzer. But, like an Almond Joy, Bree may be sweet on the outside, but inside she's a crazed nut. About video games, that is. Having grown up in a family of guys — she has three younger brothers and a whole mess of male cousins — Bree was a "Nintendo queen in junior high school," and now spends her free time shaking her virtual rump in games of *Bust-A-Groove*. "I know I don't look like it," she admits between bites of chocolate cake at Kate Mandolini's in Beverly Hills, "but I'm addicted to video games."

**Guys have this idea about what dancers are like. So, is it true? Are dancers drawn to musical video games?**

Yes, the rumor is true. [Giggles.] Of all the games I've played, I'm really drawn towards *Bust-A-Groove*. It's just so much fun. And I beat everyone I play. I mean, I trained as a dancer for 15 years, so I hope I have some rhythm.

**Wait, you don't really think your training as a dancer makes you better at Bust-A-Groove, do you?**

Yes, it does. It sounds silly, but because of my background I have a sense of timing and music. Not that I'm the best player in the world because of it but, like, over Christmas, I played with my cousins, and I ended up as the reigning champ.

**How did you first get into that game?**

Every time I go home, my five-year-old brother grabs my hand and makes me play games with him, and he introduced me to it. The funniest thing is that he's like a drill sergeant: "Push A now, go left, go right, do it!"

**GAMER CREDENTIALS**

**Where you've seen her act:**  
*Undressed;*  
*Deuce Bigalow: Male Gigolo;* Dr Pepper's "swamp commercial"



**Where you've seen her dance:**  
*Austin Powers;*  
*The Spy Who Shagged Me;*  
*The Big Lebowski;*  
*She's All That;*  
*Smash Mouth* and  
*Sugar Ray* videos

**Where you'll see her next:**  
*The Wedding Planner;* *True Vinyl* with Sticky Fingaz and Slick Rick

**Years as a gamer:** 14

**Systems she's owned:** NES; Atari 2600; PlayStation

**Favorite game:**  
*Paperboy*

**Favorite dance movies:** *Grease;*  
*Footloose;* *West Side Story*

**Who else do you do it with?**

I play with myself [giggles] and my friends. In fact, when we play *Bust-A-Groove*, we actually get up and dance. The music is so catchy, I find myself singing the songs from the game in my car.

**You were named after Jane Fonda's character in the movie *Klute*, who was a prostitute. Has a guy ever paid you to play video games with him?**

No. I don't think I'm that hot.

**What would you charge for something like that, anyway?**

I couldn't accept cash. I would have to say, "Get me a piece of pizza" or something. I'd barter with food; I couldn't accept money.

**Have you ever dated a guy who was intimidated by your video game skills?**

Yes. I dated a guy once — actually it was before we were dating — we were hanging out, and I put in *Crash Bandicoot*, the third one. And I have to say that I've played it so much that I'm pretty good. I've advanced to a pretty major level in the game; I'm pretty proud of myself. So, he saw this, and it just threw him. He was like, "Do you play this every day?" "No... every other day."

**And did that cause any problems between you guys?**

Well, he's a pretty competitive guy, so he always thinks he's going to end up killing me, but most of the time I kick his butt. And I think it's really funny, but he gets really sour about it. I think he just assumed that because he was a guy that he was going to beat me.

**Now, I know you look sweet and innocent and all that, but I'm not buying it. I think you're evil, pure evil. So, do you ever cheat at video games?**

Yes. [Laughs.] Even though I wanted to be legit with *Contra* on Nintendo, and make it through all the levels on my own, I did that thing where you do the whole sequence of button pushing so you can jump to the 18th level.



**HELL ON HEELS** Bree can bust out moves, even in testicle-piercing footwear.

**And when you're playing *Bust-A-Groove* with your friends, do you ever "accidentally" bump into them?**

Oh, yeah. I tease them, I harass them, I push them. Especially my brothers. I'll push them out of the chair if they're going to beat me.

**Did you ever steal quarters from your mom to play games?**

Oh, yeah. We'd go to Pizza Hut when I was eight or nine, and I'd take quarters from her change purse and play *Pac-Man* or *Centipede*.

**Have you gotten to play the new versions of those games?**

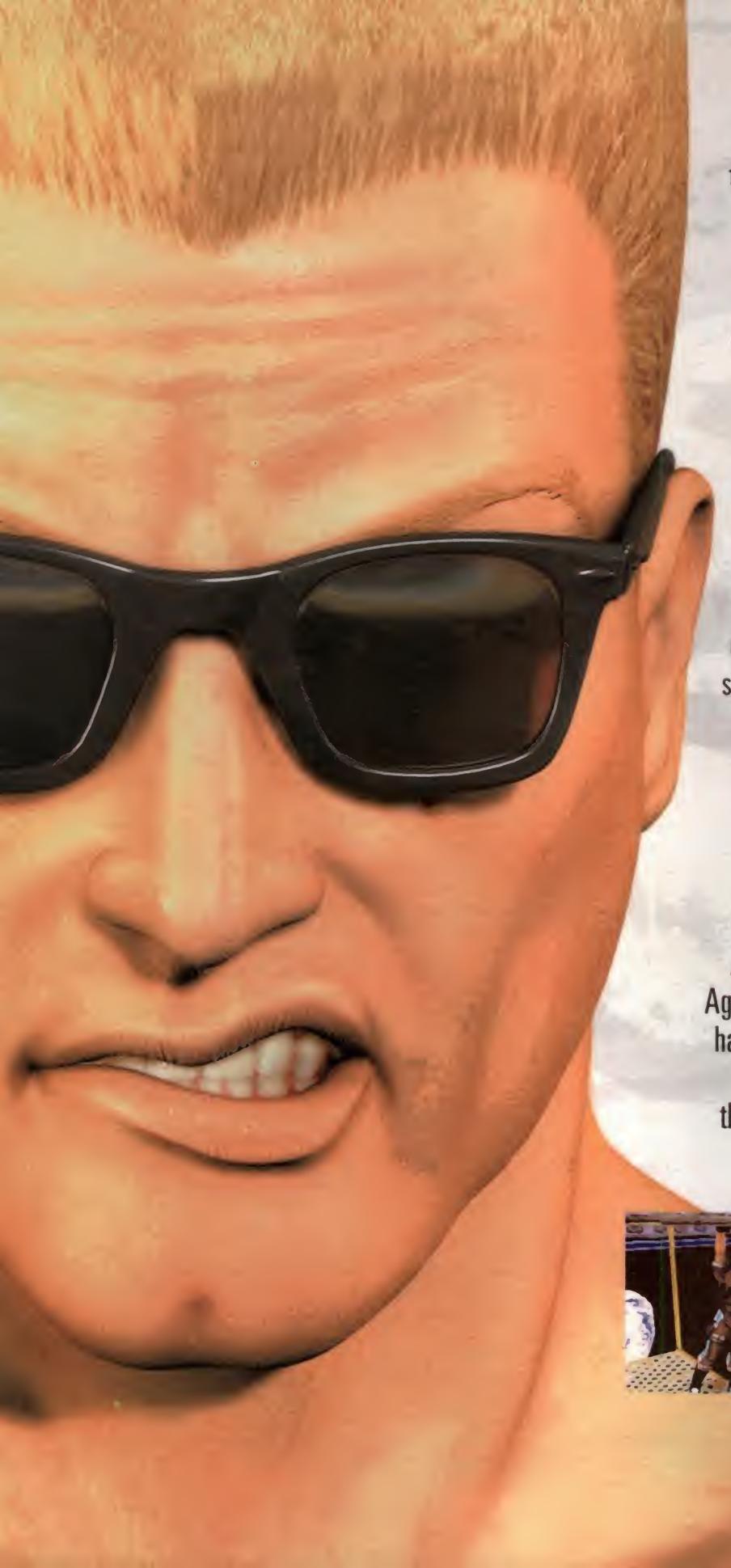
Oh, don't mess with the original. I was okay with the black-and-white screen and the jerky motion. But I played the new, high-tech *Frogger*, and I didn't like it. I felt disloyal to my little *Frogger* friend.

**Speaking of old games, your favorite game is *Paperboy*. Did you have a paper route when you were a kid?**

No, unfortunately. But I did ride my bike a lot, and I would do wheelies like him.

**And, lastly, have you ever made any money playing video games?**

No. I wish. I mean, I'm pretty good, but I don't think I can turn pro. Well, not yet. ☺



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- Original Duke Nukem™ game,  
only for the PlayStation® game console! 
- 14 unique missions, loaded with secrets! 
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- Over 30 in-game cinematics.  
Unlockable "bloopers"! 
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Any questions? 

A thousand years in Earth's future:

All males are dead.  
All females are enslaved by vicious aliens.  
Against all odds, the Unified Babe Resistance  
has formed, and right now they need a hero.  
There's only one man from Earth's past  
that's big enough for the job—Duke Nukem.



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ONE MISSION.  
ONE MILLION BABES  
TO SAVE.

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ESRB  
Animated Violence  
Animated Blood and Gore  
Strong Sexual Context

# Recognize This!!!

Let me start off by saying this: The real gamer, The Real Deal, the real man is D'Lo Brown, and there's not a person in this arena right now, not *incite's* Jon Robinson, and damn sure not The Rock, who can beat me one-on-one in any game out there.

**D'Lo Brown**

**Title:** WWF Video Game Champion

**Favorite Match:**

Survivor Series 1998 against Val Venis for the European title. It was an incredible feeling because I was a heel but the crowd was chanting my name. That was the birth of D'Lo Brown the face.

**Favorite Wrestler:** Right now, wrestling is about entertainment, and there's no doubt that from entrance to elbow, no wrestler today is as fun to watch as The Rock. He's something special.

**Favorite Finishing Move:** The Dudley Death Drop is one of the most breathtaking moves out there. It's like a car wreck; it doesn't look pretty, but you're like, "Damn!"

A few issues ago, all of my fans read how I beat The Rock at *Knockout Kings 2000* in Madison Square Garden, but now I hear he's looking for a rematch and a change of venue. Well, this ain't *The People's Court*, brother; you can't change the venue.

**Rock Bottom**

What happens now, Rock, is that you are now knocked down to the bottom of the Top 10 rankings.... In fact, I think you're somewhere around No. 20. You need to work your ass back up the ladder. Go beat up on some what you like to call "Jabronies," like Christian or Edge. Then, after you've worked your way up and proven that you can hang with The Real Deal, I'll look you right in the eye, lay the punk card down, and knock your ass right back to the bottom of the rankings again! And that's all I got to say about that. Besides, I have a bunch of new challengers to face in the coming months. But don't worry, because I'll get back to your ass one of these days. Now on to this month's game.

**Around the Diamond**

I've just been playing *Triple Play 2001* for a few hours, and believe me when I say the game is all that. All I know is that I picked the St. Louis Cardinals and got all up in Jon Robinson's face! I jacked, like, three or four home runs, struck out about 15 batters, and even climbed the outfield wall to rob Jon's sorry attempt at a long ball. The pitching mechanics are also really great in the game because you throw the exact pitches that your pitchers throw in real life. You can also bait the batter by throwing fastballs and



sliders that dip in and out of the strike zone. I just can't wait for my promotional copy to be mailed to me.... Are you listening, EA Sports? The only thing this game is missing are bench-clearing brawls, and maybe a frog splash or a sky-high off the roof of the dugout. No-holds-barred baseball... sounds like a great feature to me!

**Question of the Month**

**Q.** Are you ever going to bring the chest protector back into the ring with you?

-Bill Bragg, via e-mail

**A.** The original chest protector – the one and only – was donated to charity at the Brian Pillman memorial last year. So, it's hanging on a wall in someone's living room right now. That means no, unless I make a new one.

Send questions for WWF question of the month to: [wwf@incite.com](mailto:wwf@incite.com).



## World Wrestling Federation

Check out the leaders of Sports Entertainment when they compete in a town near you. Here are the live WWF events planned for the month of April:

Date	Location	Tickets
4/2	Anaheim, CA	SOLD OUT
4/3	Los Angeles, CA	213-480-3232
4/4	San Jose, CA	408-998-8497
4/9	Ft. Meyers, FL	941-334-3309
4/10	Ft. Lauderdale, FL	305-358-5885
4/11	Tampa, FL	813-287-8844
4/15	New York, NY	212-307-7171
4/16	Pittsburgh, PA	412-323-1919
4/17	Penn State, PA	814-865-5555
4/18	Philadelphia, PA	215-336-2000
4/22	Columbia, SC	803-251-2222
4/23	Greensboro, NC	336-852-1100
4/24	Raleigh, NC	919-834-4000
4/25	Charlotte, NC	704-522-6500
4/29	Hershey, PA	717-534-3911
4/30	Washington, DC	800-551-7328

### Win an autographed action figure of D'Lo Brown:

Be the first to email the correct answer to the following trivia question:

**Who were the original members of The Nation of Domination?**

You can email answers to the trivia question as well as questions to D'Lo and The Rock for the Question of the Month to [wwf@incite.com](mailto:wwf@incite.com).

### NEXT MONTH

D'Lo Brown takes on a new WWF superstar challenging his video game championship.

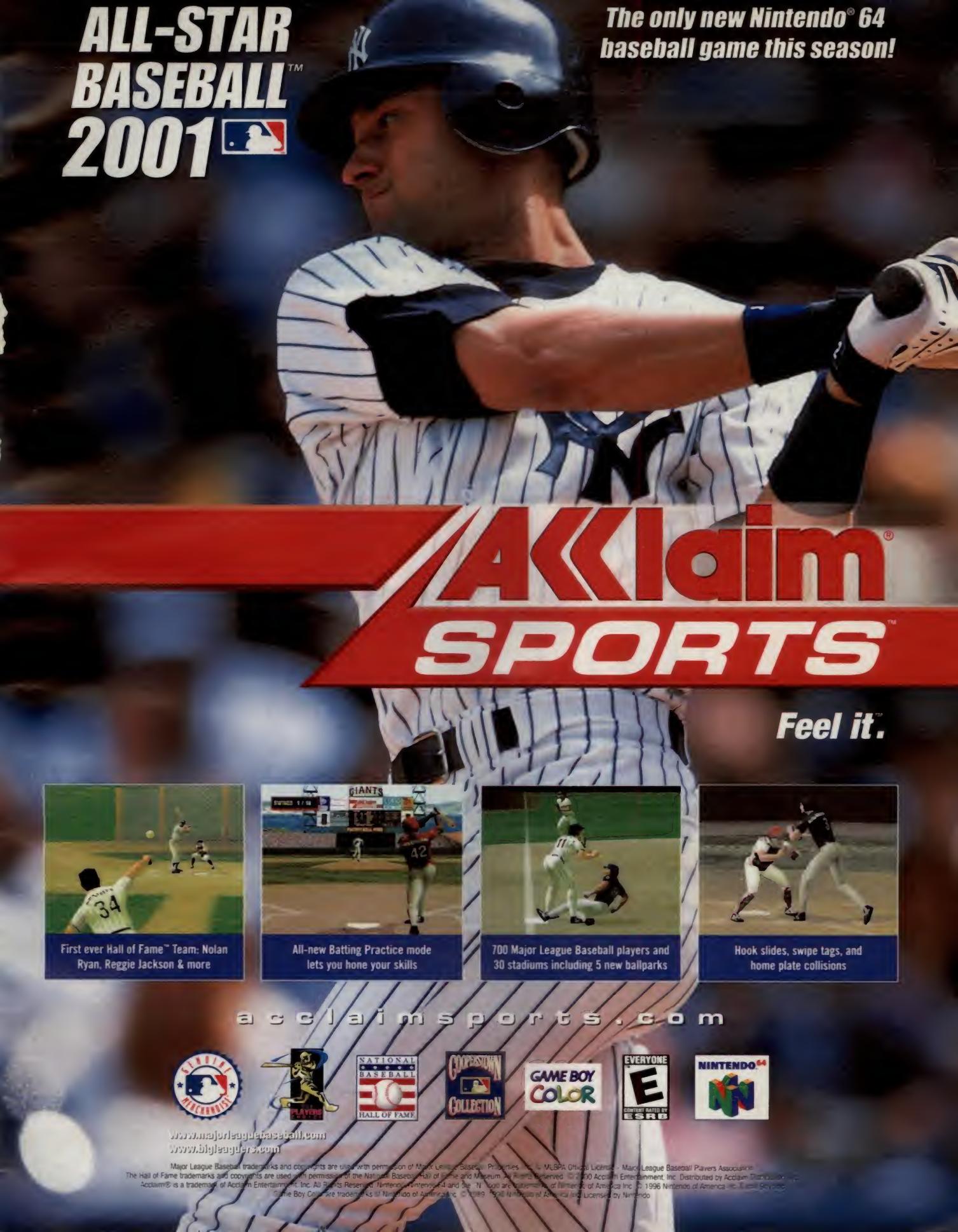
### THE REAL DEAL

For more information on D'Lo Brown, The Rock, and all the WWF superstars, check out the following Web sites: [www.wwf.com](http://www.wwf.com), [www.therock.com](http://www.therock.com), and [www.dlobrown.com](http://www.dlobrown.com).

# 'The real gamer, The Real Deal, the real man is D'Lo Brown.'

# ALL-STAR BASEBALL 2001

TM



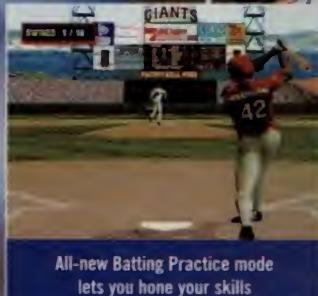
The only new Nintendo® 64  
baseball game this season!

# Acclaim SPORTS™

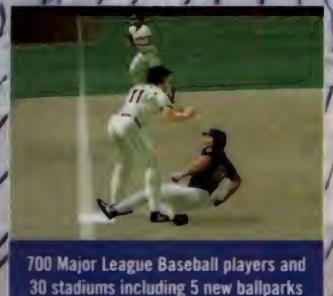
*Feel it.*



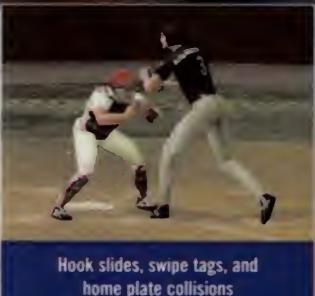
First ever Hall of Fame™ Team: Nolan Ryan, Reggie Jackson & more



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lets you hone your skills



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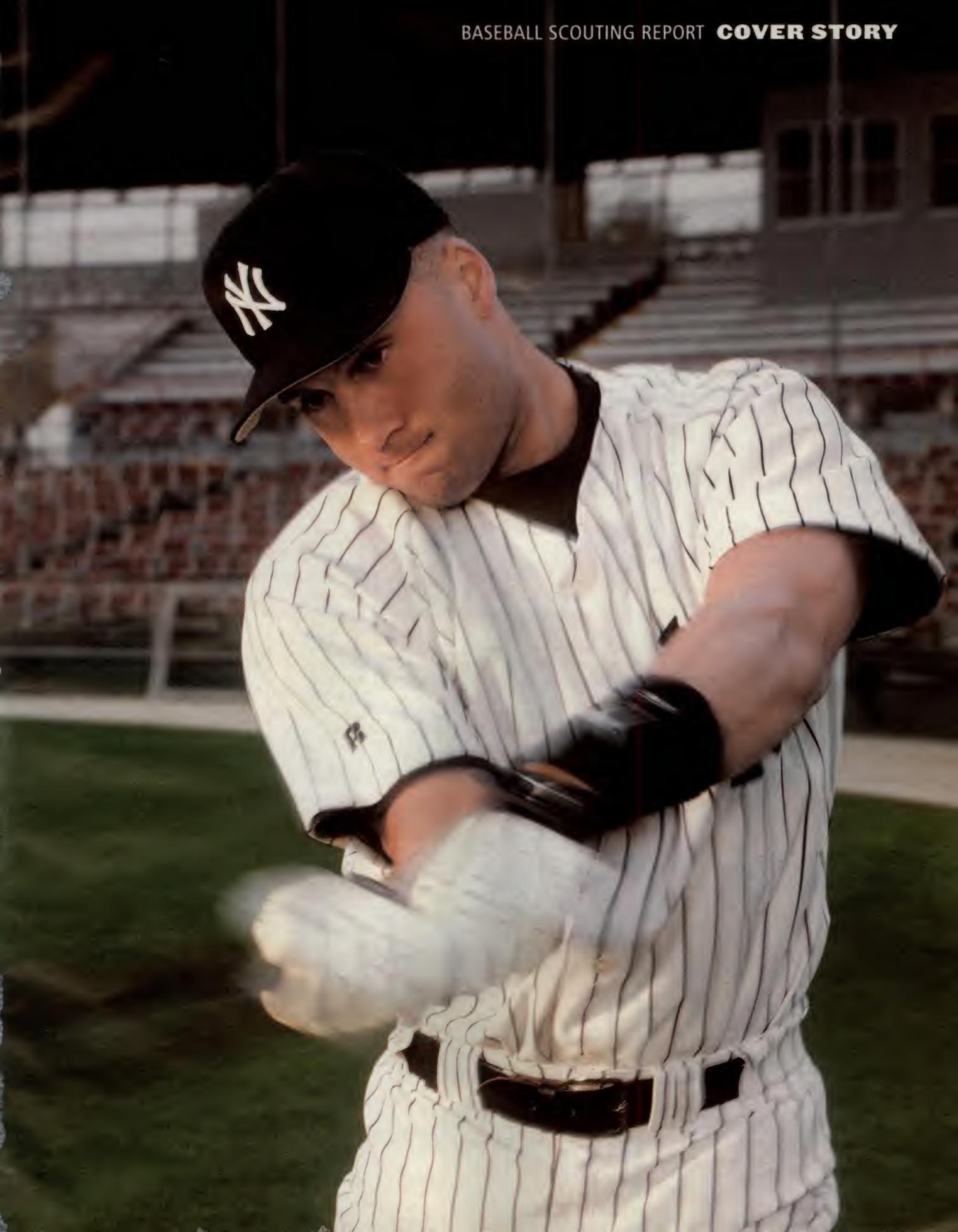
This season, approximately seven new baseball titles will hit the market. Some, like *All-Star Baseball 2001*, are worth every penny you spend, and every minute you play. Others, like *Sammy Sosa's High Heat Baseball*, should get ejected quicker than John Rocker at the Million Man March. *incite* provides the breakdown in this year's scouting report.

# BALLS AND STRIKES

Pete Rose once said, "Playing baseball for a living is like having a license to steal." If that's true, then playing baseball video games is like having a license to kill. You'll kill time, you'll kill your social life, and you'll kill about an hour every time you play nine. That's why purchasing the right hardball game is so important. If you're going to invest plenty of time, not to mention money, you should at least know what games will entice you to play a full season and what games you'll want to burn after the first pitch. Here are our preseason picks, along with a list of hot prospects that will be coming out later in the season.

by **JON ROBINSON**  
photography by **TOM HOPKINS**





"Baseball is the champ of them all. Like somebody said, the pay is good and the hours are short." —Yogi Berra

# All-Star Baseball 2001

Derek Jeter already has 10 million reasons to smile. Here's another one.

## THE LINEUP

- All-Star Baseball 2001
- Acclaim

- 1 Derek Jeter's scouting reports
- 2 Rotatable batting cursor
- 3 Cooperstown legends
- 4 Player streaks and slumps
- 5 Multiplayer trades
- 6 Details like sunglasses and high socks
- 7 Rumble Pak-compatible
- 8 New Arcade mode
- 9 Batting practice

**W**hen asked about money, fame, and dating Mariah Carey, Derek Jeter shyly smiles, looks away, and acts like he can't believe all his success. Ask him about his video game, however, and he beams like the day he won his first World Series ring. Maybe that's because he knows his game is the best out there. Or maybe it's because this year he knows he doesn't even have any competition.

That's right. Sorry to be the first to tell all of you Griffey fans out there, but *All-Star Baseball 2001* will be the only baseball game on the Nintendo 64 this year. But that's not such a bad thing, especially considering that *All-Star Baseball 2001* is also the slickest, smoothest, most scintillating baseball game this season, spanning all systems.

The game features an incredibly detailed and highly interactive pitcher/batter interface to provide players with some devilishly intense strike zone confrontations. What separates *All-Star*'s hitting from that of its competitors is its brilliant 3D batting cursor, which batters can actually rotate to aim both the trajectory and



**MIRACLE MET** Amazing shortstop Rey Ordonez displays his acrobatics as he turns two.

direction of their swings. Now, if you have a runner on second and you want to hit the ball to the right side, you just aim your cursor and time the hit correctly to blast the ball past the second baseman. If you're having trouble making contact, you can take some swings in batting practice to hone your swing, or you can just go for distance in the Home Run Derby and see how many upper-deck rockets Mark McGwire can blast in one stretch. And if you're still having trouble clobbering the cowhide, you can hack away in Arcade mode — a mode that provides longer moon shots, more pitches for each pitcher, and simpler batting without the wicked cursor.

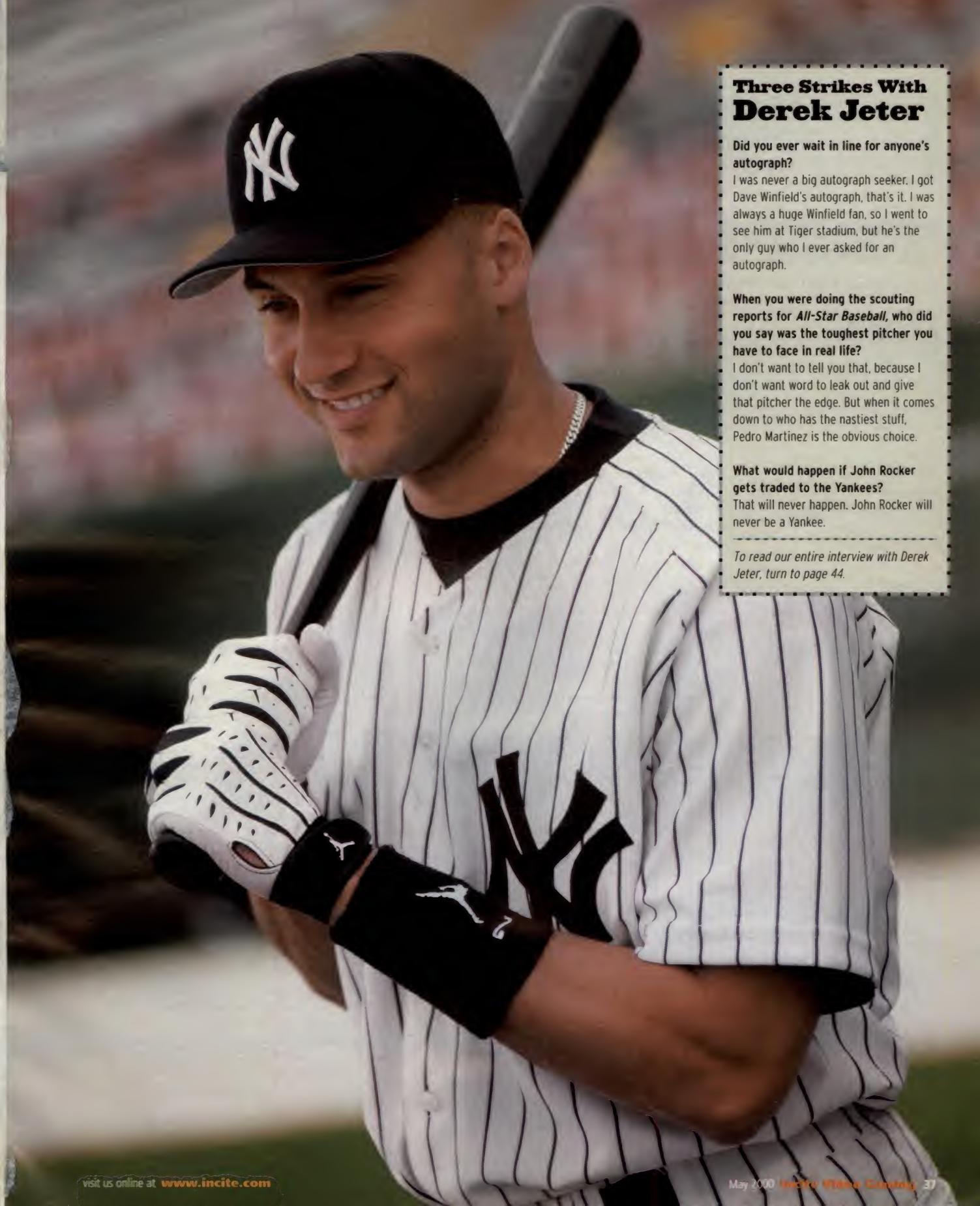
Probably the sweetest new addition to *All-Star*, however, is its inclusion of a Hall of Fame team, called the Cooperstown Legends. If you ever wanted to see how Nolan Ryan would pitch against Alex Rodriguez or watch Reggie Jackson take a few cuts against Randy Johnson, *All-Star Baseball* provides your show, complete with a *Field of Dreams* cornfield. The only thing missing is Shoeless Joe.

But who needs ghosts when you have players like A-Rod, Nomar, and Jeter snaring line drives, running the bases, and sliding into third in a cloud of dust? Forget spring training. The real baseball season begins the day *All-Star Baseball 2001* hits shelves in April.



**MAC TRUCK** Muscleman McGwire reaches out for a pitch, then drives it 500 feet.

**OVERALL** ★ ★ ★ ★ ★



## Three Strikes With Derek Jeter

Did you ever wait in line for anyone's autograph?

I was never a big autograph seeker. I got Dave Winfield's autograph, that's it. I was always a huge Winfield fan, so I went to see him at Tiger stadium, but he's the only guy who I ever asked for an autograph.

When you were doing the scouting reports for *All-Star Baseball*, who did you say was the toughest pitcher you have to face in real life?

I don't want to tell you that, because I don't want word to leak out and give that pitcher the edge. But when it comes down to who has the nastiest stuff, Pedro Martinez is the obvious choice.

What would happen if John Rocker gets traded to the Yankees?

That will never happen. John Rocker will never be a Yankee.

To read our entire interview with Derek Jeter, turn to page 44.

"Baseball is the only field of endeavor where a man can succeed three times out of 10 and be considered a good performer." —Ted Williams

# TRIPLE PLAY 2001

Can the mighty Met Piazza help add some pizzazz to the PlayStation?

**THE LINEUP**

- Triple Play 2001
- EA Sports
- 1 500 Home run club
- 2 Hidden players, stadiums, and teams
- 3 Multiseason play
- 4 Player draft
- 5 Mike Piazza endorsement
- 6 Day, dusk, and night games
- 7 Home Run Derby with extreme targets
- 8 Fielder's perspective
- 9 Argue with the umpire

The first time Mike Piazza played *Triple Play 2001*, he stroked a home run in the Home Run Derby, looked around to see if anyone was watching, then began to laugh. His enthusiasm for the game was infectious, as everyone wanted to see what the Mets catcher was doing to have such a good time. It was simple; he was playing his video game.

"Kids love playing the games, and they identify with you because they want to be you. For me, when I was a kid I wanted to be Mike Schmidt," says Piazza. Now, for the first time on the PlayStation, he can live out his dream and step right into Schmidt's shoes — or at least his virtual shoes — as *Triple Play* enables gamers to play as 20 of the all-time greats, including Babe Ruth, Ted Williams, Mickey Mantle, and, of course, Piazza's hero, Mike Schmidt. But that's not all. You can also compete with the legends in a Home Run Challenge that not only counts dingers, but gives you points for striking targets in the outfield and even bouncing balls off cars parked near the stadium.



IF YOU COULD MAKE IT THERE *Triple Play* spokesman Piazza shows why he could make it big anywhere.

Furthermore, the game sports the most realistic player models on the PlayStation, including facial expressions, arguments with umpires, and player models so detailed that they're actually scaled to size to differentiate between guys like Randy Johnson and Marvin Benard. Other highlights include a behind-the-fielder view that puts you in the eyes of speedy outfielders and plodding first basemen, a Dynasty mode that enables you to play more than one season with the same team, and the largest amount of codes and bonus items of any baseball game this year.

*Triple Play* also boasts the most home plate collisions of any game in recent memory. Piazza laughs at this and admits that if anyone tried to run him over at the plate in real life or in the game, "ideally I'd like to see Mark Lemke. No offense to Mark." And why not? Especially since Piazza probably wouldn't budge if the former Braves second baseman ran into him, although Piazza's character still goes flipping out of control during just about every home-plate collision in the game. That aspect might not be realistic, but it sure is exciting. It's also something that drops your jaw to the ground and sends you directly to the instant replay. And it's memorable moments like this that you'll be talking about long after the final out.



MIKEY LIKES IT Piazza goes deep with his trademark power swing.

**OVERALL** ★ ★ ★ ★

## Three Strikes With Mike Piazza

**How realistic do you think a baseball video game can get?**

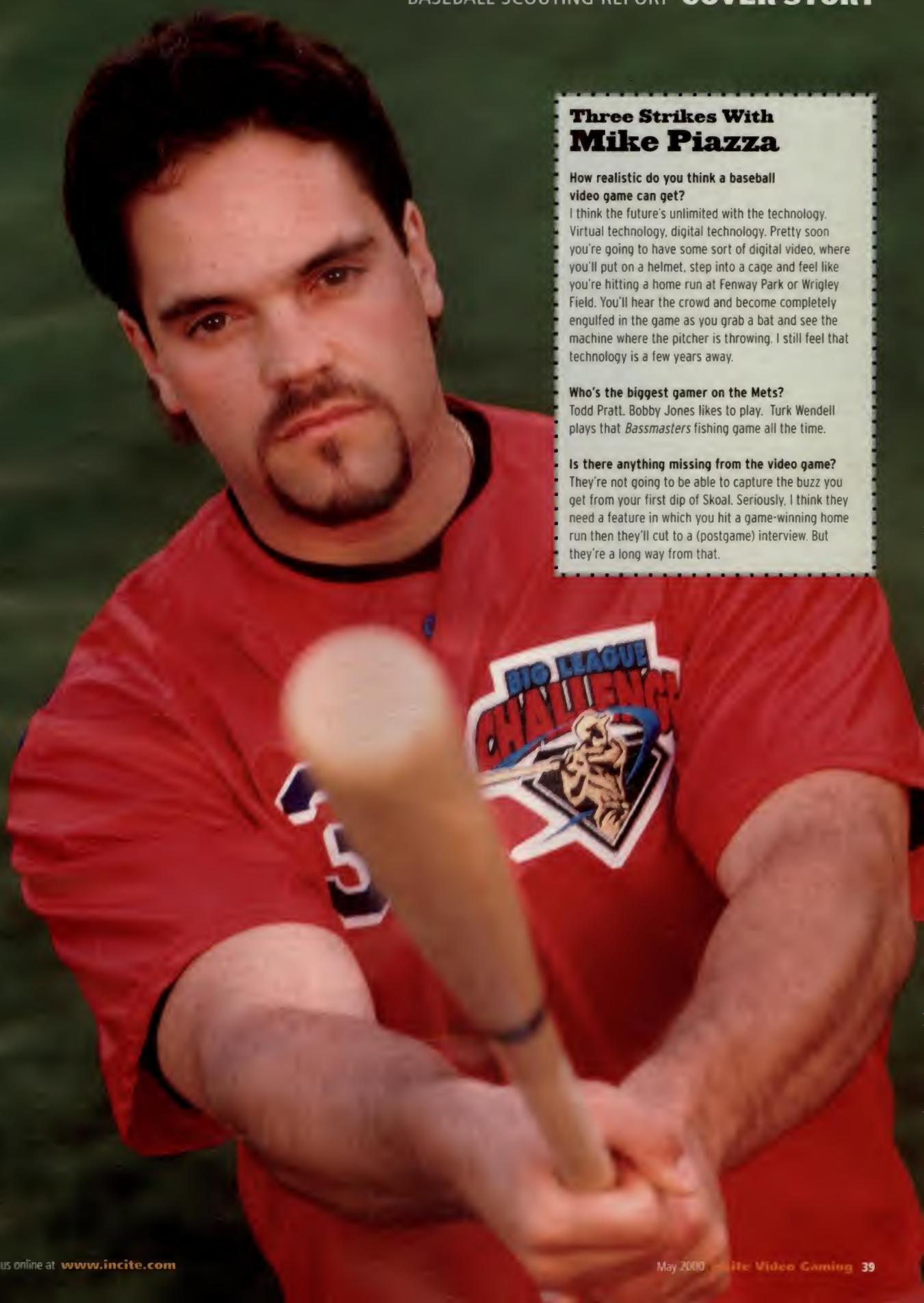
I think the future's unlimited with the technology. Virtual technology, digital technology. Pretty soon you're going to have some sort of digital video, where you'll put on a helmet, step into a cage and feel like you're hitting a home run at Fenway Park or Wrigley Field. You'll hear the crowd and become completely engulfed in the game as you grab a bat and see the machine where the pitcher is throwing. I still feel that technology is a few years away.

**Who's the biggest gamer on the Mets?**

Todd Pratt. Bobby Jones likes to play. Turk Wendell plays that *Bassmasters* fishing game all the time.

**Is there anything missing from the video game?**

They're not going to be able to capture the buzz you get from your first dip of Skoal. Seriously, I think they need a feature in which you hit a game-winning home run then they'll cut to a (postgame) interview. But they're a long way from that.



"It's a great day for a ball game; let's play two." —Ernie Banks

## ESPN BASEBALL TONIGHT

Barry Bonds provides the game's brains. Dun-na-na, dun-na-na.

### THE LINEUP

- ESPN Baseball Tonight
- Konami Sports

- 1 Barry Bonds helping designers
- 2 Color commentary by Joe Morgan and Chris Berman
- 3 10 camera angles
- 4 Create-a-Player
- 5 All-Star game
- 6 Home Run Derby
- 7 Player-specific strike zones
- 8 Speed-sensitive pitching
- 9 Analog pitcher/batter interface

**W**hen Konami first announced it was making a baseball game for the Sega Dreamcast, most fans shrugged their shoulders and wondered aloud when Sega would develop a new version of *World Series Baseball*. Then Konami announced a partnership with ESPN, and more people sat up and took notice. Finally, Konami brought in superstar left fielder Barry Bonds to not only use as a spokesman, but — unlike in most player/video game relationships — to actually help guide the development team toward making the game as realistic as possible. And now, not only is everyone paying attention to Barry's every word, but *ESPN Baseball Tonight* is one of the most anticipated sports titles of 2000.

Why the sudden interest in the title? Bonds says he believes it's in the game's details. "Just take a look at the concession stands and the person walking up and down the aisle selling food. How many popcorn vendors do you see coming down the aisles of the other games? The game's just real, from the facial expressions to all the real movements of your



CLEVELAND ROCKS This Indian will increase his average the moment he realizes which end is the sweet spot.

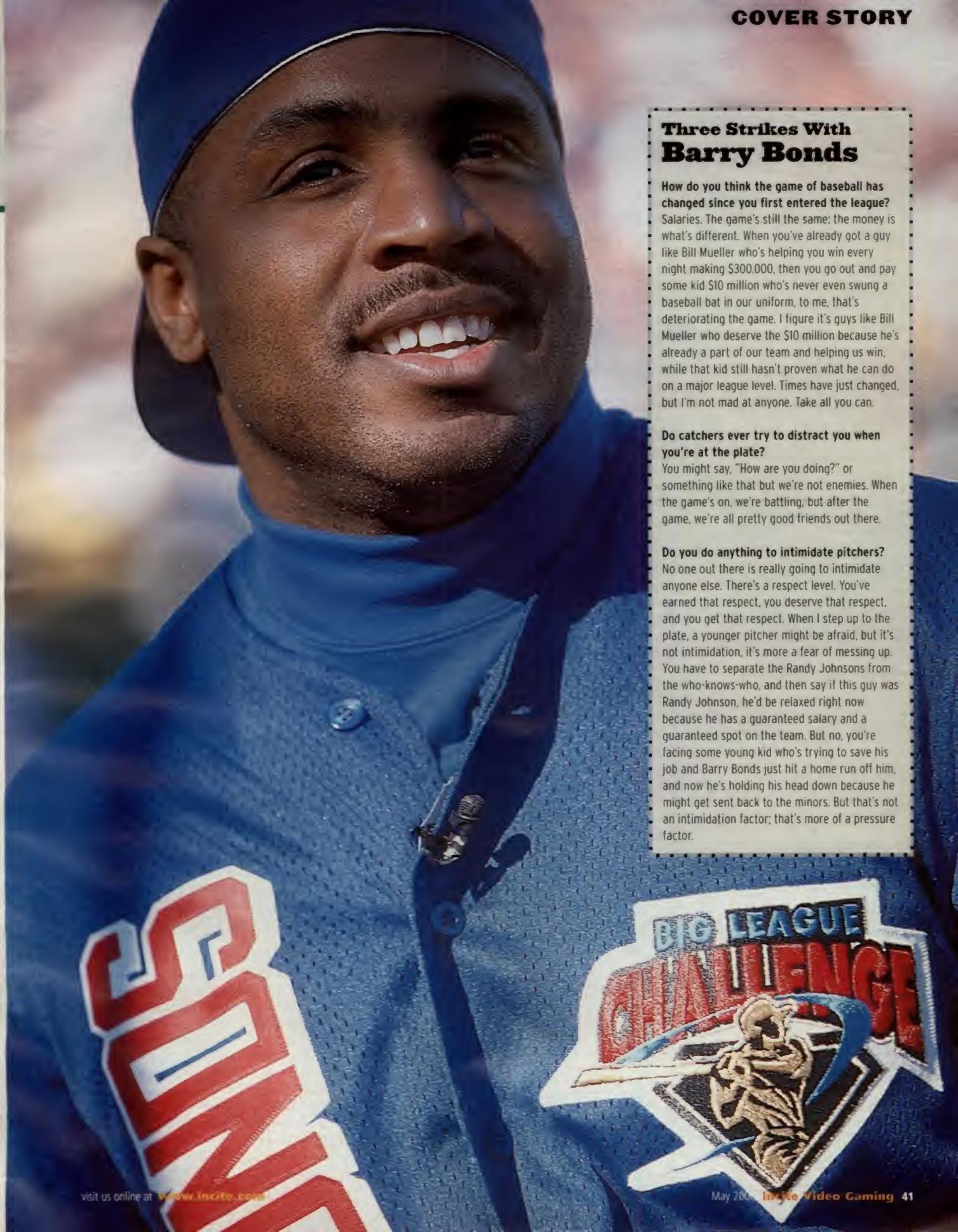
favorite players. You're actually going to see my character tap his glove before a catch and stand at the plate and watch a home run as it soars over the wall. That's what the people want and that's exactly what the game's going to deliver." Explains Bonds, "We're trying to bring people closer to the game than ever before, and that's what baseball's been about for the past few years. I want to see the flip toss. I want to see collisions at home plate. I want to feel like I'm on the field even though I'm actually playing in my living room or in the clubhouse before a game."

The other innovation of *ESPN Baseball Tonight* that should help elevate the game in the minds of baseball purists is the advanced pitching control. Not only does every pitcher throw the exact repertoire of nasty breaking balls and sinking fastballs that he hurls in real life, but you can adjust the speed of each pitch while you're still on the mound. And, says Bonds, this will heighten the pitcher/batter confrontations to unheard of levels. "Just take a look at Greg Maddux. The guy's got about six different pitches that he throws in real life, but his trick is that he throws them at about six different speeds. So he has 12 pitches that he'll throw at me in real life to keep me off balance, and now he's got those same pitches in this game. I can't wait to face him." Neither can we.



THROWING SMOKE Curt Schilling glares into the plate to watch another helpless batter strike out.

### HOT PROSPECT



## Three Strikes With Barry Bonds

**How do you think the game of baseball has changed since you first entered the league?**  
Salaries. The game's still the same; the money is what's different. When you've already got a guy like Bill Mueller who's helping you win every night making \$300,000, then you go out and pay some kid \$10 million who's never even swung a baseball bat in our uniform, to me, that's deteriorating the game. I figure it's guys like Bill Mueller who deserve the \$10 million because he's already a part of our team and helping us win, while that kid still hasn't proven what he can do on a major league level. Times have just changed, but I'm not mad at anyone. Take all you can.

**Do catchers ever try to distract you when you're at the plate?**

You might say, "How are you doing?" or something like that but we're not enemies. When the game's on, we're battling, but after the game, we're all pretty good friends out there.

**Do you do anything to intimidate pitchers?**

No one out there is really going to intimidate anyone else. There's a respect level. You've earned that respect, you deserve that respect, and you get that respect. When I step up to the plate, a younger pitcher might be afraid, but it's not intimidation, it's more a fear of messing up. You have to separate the Randy Johnsons from the who-knows-who, and then say if this guy was Randy Johnson, he'd be relaxed right now because he has a guaranteed salary and a guaranteed spot on the team. But no, you're facing some young kid who's trying to save his job and Barry Bonds just hit a home run off him, and now he's holding his head down because he might get sent back to the minors. But that's not an intimidation factor; that's more of a pressure factor.

# STILL IN THE MINORS

These up-and-comers will swing for your attention later this year.

**W**hile All-Star, Triple Play, and ESPN lead the standings this year, they're not the only games on the field. In fact, as many as four other baseball titles are preparing to launch sometime during the 2000 campaign. But, just like real baseball, while some may look like potential superstars, there's also a solid veteran, an upstart rookie, and a hack with no chance of making the final cut.

The most promising new title won't make its appearance until the World Series launches this October. *MLB Slugfest* will also be the only new baseball game released in arcades. It's being developed by the same Midway team behind such classics as *NBA Jam* and *NFL Blitz*, and guarantees to add explosiveness and speed to the game of baseball like no video thriller before. Look for less players to roam the field on defense, some of the longest home runs ever witnessed, and hopefully, for the first time since *Bases Loaded* back on the NES, batters rushing the mound after getting



**HEADBUTT** Pudge prepares to get speared at *MLB*'s home plate.

beaten at the plate. Do you think anyone would throw at Mark McGwire if they thought he'd piledrive them through the mound? Probably not, although it'll make for great gaming to see Ken Griffey, Jr. fight the Mariners or John Rocker and his big mouth taking on the Mets. Maybe they can even include a few New York fans rushing the field to get a piece of the fork-tongued Atlanta closer.

Another game fans have been chanting for (Se-ga!, Se-ga!) is an update of the classic *World Series Baseball* for the Dreamcast. Late word is, however, that the game might be postponed until next season, and if Sega does decide to release a baseball game this year, it will merely be an Americanized port of a game already released in Japan. Sorry, *World Series* fans, but it looks like the mighty Sega just struck out.

Speaking of disappointments, gamers are urged to stay away from 3DO's latest (and most pathetic) baseball effort for the PlayStation, *Sammy Sosa's High Heat Baseball 2001*. Although 3DO reportedly paid the Chicago slugger a cool million to be on the box, it should have instead used the money to make a game worth playing for more than a few torturous innings (we know it can do better; look how great the PC version is). The game looks nothing like the genesis of next-generation baseball titles. Instead, it looks more like it belongs on the Sega Genesis. The character graphics are so low-tech that they lack identifiable facial features: Pitchers look like pinheads and occasionally even lack hands. (Ever try throwing a ball without a hand?)

Don't worry, though, because all is not bad in the land of Ruth. In fact, one returning title that has been generating a lot of positive buzz is the latest in 989 Sports' baseball series, *MLB 2001*. The *MLB* series has traditionally been toward the top tier of sports games, and this season looks no different. Expect more spring training, more low-scoring simulations, and more created players struggling to keep their paychecks and their everyday jobs.

But that's nothing new to the spectacularly wild, occasionally weird, and forever enduring sport of baseball. It's a sport remembered by statistics and moments more than games, and these moments can sometimes define a

## MLB 2001

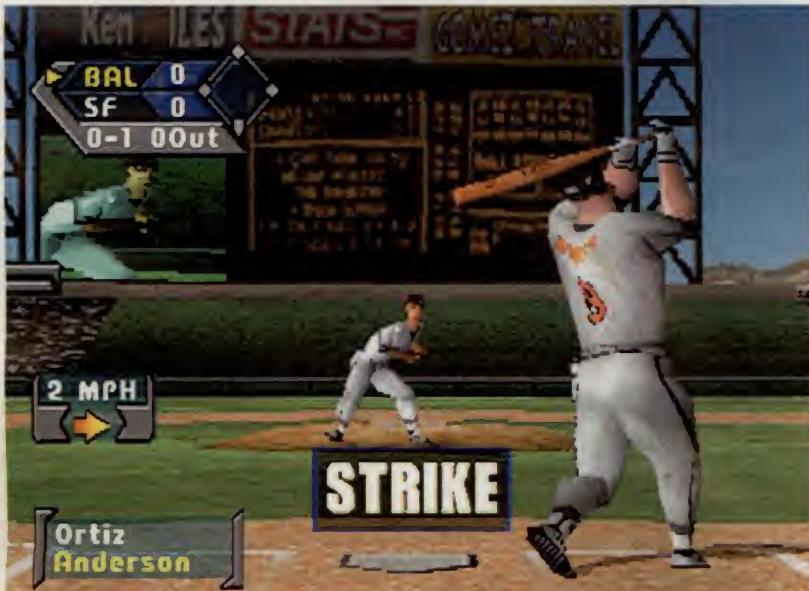


**MR. 3000** Tony Gwynn shows why even in *MLB 2001*, he's automatic.

**"You're trying your damndest, you strike out, and they boo you. I act like it doesn't bother me, like I don't hear anything the fans say, but the truth is, I hear every word of it and it kills me."**—Mike Schmidt

generation. It's a sport in which a tremendous batter like Bill Buckner will forever be remembered as the man who let the World Series-winning out dribble between his legs. It's a sport where a half-crippled hitter like Kirk Gibson can come off the bench and cripple a powerhouse team with one swing of his bat. And it's a sport that leaves an indelible impression on all those who have ever stepped out on a diamond, rubbed their hands in dirt, and thought for one moment that they were their heroes. That's why baseball video games resonate so well with fans. Now you don't just have to dream about being a player: You can actually step in their cybercleats and win the World Series for your hometown squad as you unwind late at night and play a few innings of your favorite pastime (while eating some apple pie and singing the national anthem, no doubt). And for Cubs fans, that's probably the closest thing to a pennant you'll ever get.

## SAMMY SOSA'S HIGH HEAT BASEBALL 2001



**BRADY BUNCH** Brady Anderson swings and misses at Russ Ortiz's fastball in *High Heat*.

## Tricks of the Trade

Did you know the Red Sox once traded Babe Ruth to the Yankees for cash? We think the recent Ken Griffey, Jr. trade ranks right up there for one of the most lopsided ever. Seattle might as well have just traded him for a sack of magic beans. Here's a breakdown of some of the most ludicrous deals in baseball history:

**1. The Trade:** January 3, 1920: The Red Sox trade Babe Ruth to the Yankees for \$125,000 in cash, along with loaning Sox owner Harry Frazee \$300,000.

**What Happened Next:** The Yankee dynasty was born and so was the Red Sox curse. Boston has not won a World Series since trading The Big Bambino.

**2. The Trade:** June 15, 1977: The New York Mets trade Tom Seaver to the Reds for Dan Norman, Doug Flynn, Pat Zachry, and Steve Henderson.

**What Happened Next:** Seaver won more than 300 games and was inducted to the Hall of Fame while fans wondered, "Who the hell is Doug Flynn?"

**3. The Trade:** July 31, 1997: The Oakland A's trade Mark McGwire to the St. Louis Cardinals for Blake Stein, TJ Matthews, and Eric Ludwick.

**What Happened Next:** Mark McGwire hit more home runs (70) in one season than any player in Major League history.

**4. The Trade:** The Seattle Mariners trade Ken Griffey, Jr. to the Cincinnati Reds for Mike Cameron, Brett Tomko, Jake Meyer, and Antonio Perez.

**What Happened Next:** Ken Griffey Jr. eventually broke Hank Aaron's all-time home run record while the Mariners suffered the same curse as the Bambino-less Red Sox. You just can't trade the best player in the game without feeling the effects. Not for anyone. Especially not for this group.



# Pride of the Yankee

**Derek Jeter** used to dream about being a Yankee. Today he's their star shortstop, best hitter, and most sought-after bachelor. Jon Robinson sat down with the future Hall of Famer to find out about his favorite players and why the damn Yankees are just so damn good in *All-Star Baseball 2001*.

**Were you a baseball fan growing up?**

Oh yeah, I was always a big baseball fan and a big fan of the Yankees. I was born in New Jersey, but I grew up in Michigan, so my dad really liked the Detroit Tigers when I was a kid. I never liked the Tigers, though, because you can't like the same team as your dad. You need something to argue about. Besides, having a debate with your dad about baseball can be fun. Since you grew up a Yankees fan, how did it feel when you first put on the pinstripes, ran out onto the field, and played your first game as a New York Yankee?

Actually, we were on the road when I first got called up to the majors. We were playing a series against the Seattle Mariners, so it was good for me because I was able to play a couple of games and get my first hit out of the way before I had to play in Yankee Stadium. Everything just seemed so enormous the first time I ran out onto the field. It was weird.

**All of the Yankee players who have worn the single-digit numbers, such as Babe Ruth, Lou Gehrig, Mickey Mantle, and Joe DiMaggio, are**

**such legends. Were you intimidated at all to be given the number 2?**

They just gave me number 2, and I never thought about its significance until someone brought it up to me later. I just took it because it was the smallest jersey I could find. My dad played as number 13 in college, so growing up I was always number 13. But when I was called up, Jim Leyritz already had 13, so they gave me 2. As you know, *All-Star Baseball 2001* lets you play as a team of Cooperstown legends. We were wondering what old timers you admired watching when you were learning the game.

Jackie Robinson, obviously. My favorite old timers, though, still aren't that old, because when I was growing up the players I admired most were guys like Dave Winfield, Don Mattingly, Willie Randolph, Cal Ripken, and Ozzie Smith. I'm also a huge Barry Larkin fan because he went to school in Michigan where I grew up. Those are the guys I followed and, in some cases, continue to follow today.

**Do you think you play like any of the baseball legends you saw play growing up?**

I don't think so. I really don't try to emulate anyone; I just like to go out and play the game.

***All-Star Baseball* also lets you play the role of a George Steinbrenner and draft a team from scratch. Who would you draft? I'd probably take the shortstops first. I'd draft three: Alex Rodriguez, Nomar**

[Garciaparra], and myself if I had the chance. But it all depends on who else is available, who I have in my farm system, and what my payroll is. I don't think any team can afford all three of us, though, but that's what makes the video game and the whole fantasy element to the draft so fun. You can put your favorite players all on one team, and that's exactly what I would do with my squad.

After taking the shortstops, I'd move on to first base, but I'm biased, so I'd take my man Tino Martinez. Then, I'd just go around the horn and take the Yankee team I have right now in real life. I'd grab Chuck Knoblauch, then I'd pursue Scott Brosius and Bernie Williams, and I wouldn't stop drafting Yankees until my squad was complete. I wouldn't change a thing on my team, especially now that we got Rock [Tim Raines] back. He's my favorite teammate of all time. For three years I've never seen him in a bad mood. He's just one of those guys, you see him laughing, and you start laughing. You don't even have to know what he's talking about. He's just a great guy to have on the team.

**Did you influence the scouting reports of *All-Star Baseball*?**

Last year I did all of the pitching scouting reports. I went over all of the pitchers that I knew, all of the intricacies of their stats, their stamina, their arms, all of their strengths and weaknesses.... Acclaim put

**DEREK JETER PROFILE**

**Position:** Shortstop

**Team:** New York Yankees

**Nicknames:** D.J.; Jete

**Favorite Movie:** Seven

**Favorite Baseball**

**Movie:** Major League

**Worst Baseball Movie:**

*Major League 2*

**Favorite CD:** Notorious

B.I.G.'s *Born Again*

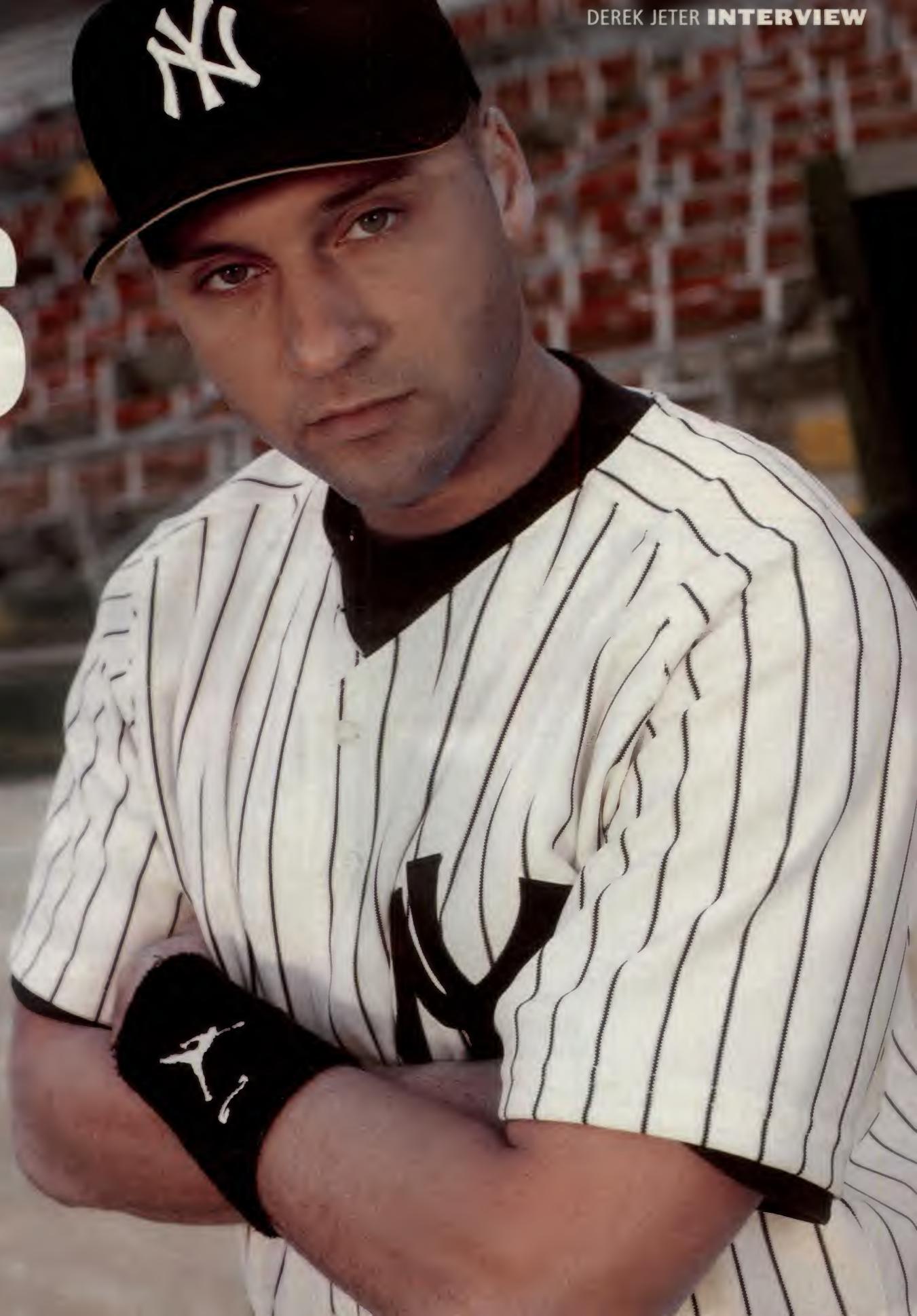
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**Now Appearing:** *All-Star Baseball 2001*



S



me to work. But that's okay because now when I play the game, I'm pretty good because I know in detail how every pitcher works the count, and I know exactly who I can take deep at any time.

**Did you bump up any Yankee-pitchers stats?**

Oh yeah, and those guys made me look good by what they accomplished last season. So I bumped them up, of course, because I want the Yankees to have a stacked team.

**In terms of realism, do you think a video game can ever match exactly what occurs on the field?**

I think the new *All-Star Baseball* is about as close to what we do on the field as you can get. You look at the graphics, right down to all of the authentic player stances and pitcher deliveries, and it looks like you're actually watching a real game on TV, but you're controlling the action. It's amazing. Then, by incorporating all of my scouting reports and giving each

pitcher the exact pitches he throws and how he throws them.... This is about as real as it gets.

**Is there anything about baseball that a video game can't capture?**

Probably the atmosphere, in terms of the fans yelling and screaming and really getting into the excitement of the game. It's a big part of baseball, but I've never seen it accurately represented in a video game. They need a game that has all of the bleacher creatures in Yankee Stadium. These are some of the most fun fans because they'll chant your name in the top of the first inning until you turn around and wave to them. I like the bleacher creatures because they're so into the game, and they're not afraid to get rowdy.

**Do you think there should be bench-clearing brawls in video games?**

That's an unfortunate part of baseball, but



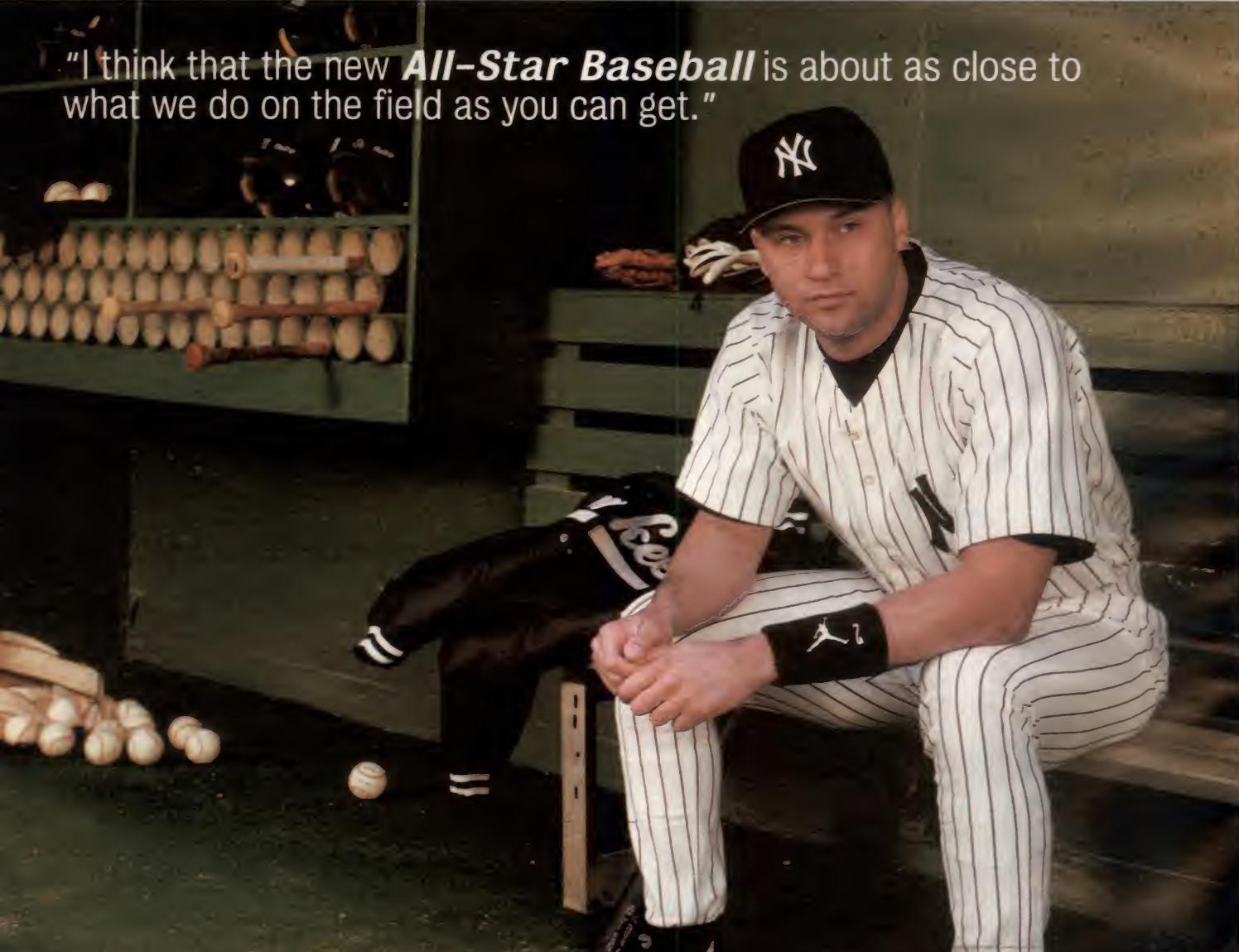
**BAT MAN** Jeter takes Maddux deep to the opposite field and the Yankees win the series... again.

I'm sure somebody will add the fighting into a game soon.

**If you could take any one quality from any other player in the majors, what would you take?**

McGwire's power. I'm not a home run hitter, but it would be nice to feel his power in some of my swings and maybe

"I think that the new *All-Star Baseball* is about as close to what we do on the field as you can get."





**FLEET OF FOOT** Falling into a hook slide, Jeter looks to avoid the tag and swipe third base.

hit 70 home runs myself someday. **Do you have a lucky bat that you like to use in games, or do you just grab whatever bat happens to be in the racks?**

Bats break too much, so you could never use one for the whole year. So, when I find a bat I like, I just ride it until it breaks. On a good streak, I go through about one bat every two weeks.

**How many gloves do you tend to use throughout an entire season?**

I use one glove for games and a different one for practice.

**Who do you think is the best shortstop in baseball today?**

There are so many great shortstops right now, I don't know if you can narrow it down to just one. Especially because different players excel at different aspects of the game. So, I don't think I can pick just one.

**Do you think this is the greatest era for shortstops in the history of baseball?**

That's what people are building it up to be. But to be honest with you, people want to talk about myself, Alex, and Nomar, but we've only been in the league four or five years. You have to stick around for a while before you build it up to be the greatest era ever.

The talent's definitely there, but the longevity is what will determine how great we truly are. And there are some

"We won the World Series the last two years, but don't look for us to become complacent. The Yankees aren't done winning championships... not by a long ways."

guys I didn't even mention, like Rey Ordonez, Omar Vizquel, and Edgar Renteria. There are just so many talented shortstops right now, but again, only time will tell if collectively we can be the greatest ever.

**Baseball players are notoriously superstitious. Do you have any superstitions on the field?**

None at all. Everyone has a specific routine they go through before the game to prepare themselves, but I'm not superstitious about any of it. I don't need to spin sideways over the foul line or anything like that. I just run through my different drills, like batting practice and fielding, then I usually pop in a CD and listen to some hip-hop to get myself ready to play.

**Back when you were a rookie, did you fall victim to any pranks?**

I don't know how it happened, but I escaped all of the pranks. They pretty much just left me alone. Tim Raines has got to be the biggest prankster on the team right now, though. Everything Tim does is funny; you just have to know him.

**Getting away from baseball for a second, everyone knows you used to date Mariah Carey. Was it difficult for two celebrities like yourselves to get together?**



Mariah's just at a whole other level when it comes to superstars. She's recognized all over the world in an instant, and unfortunately, the media made up a lot of different things about our relationship. I haven't gotten the chance to talk to her in a while, but we're still friends. She's just a really good person.

**Getting back to baseball, what's the best thing about being a New York Yankee?**

Probably all of the tradition that comes with it. You have access to a lot of the old players for advice, plus we're given the opportunity to compete for the championship every year.

**Do you think that any other team can beat the Yankees in 2000?**

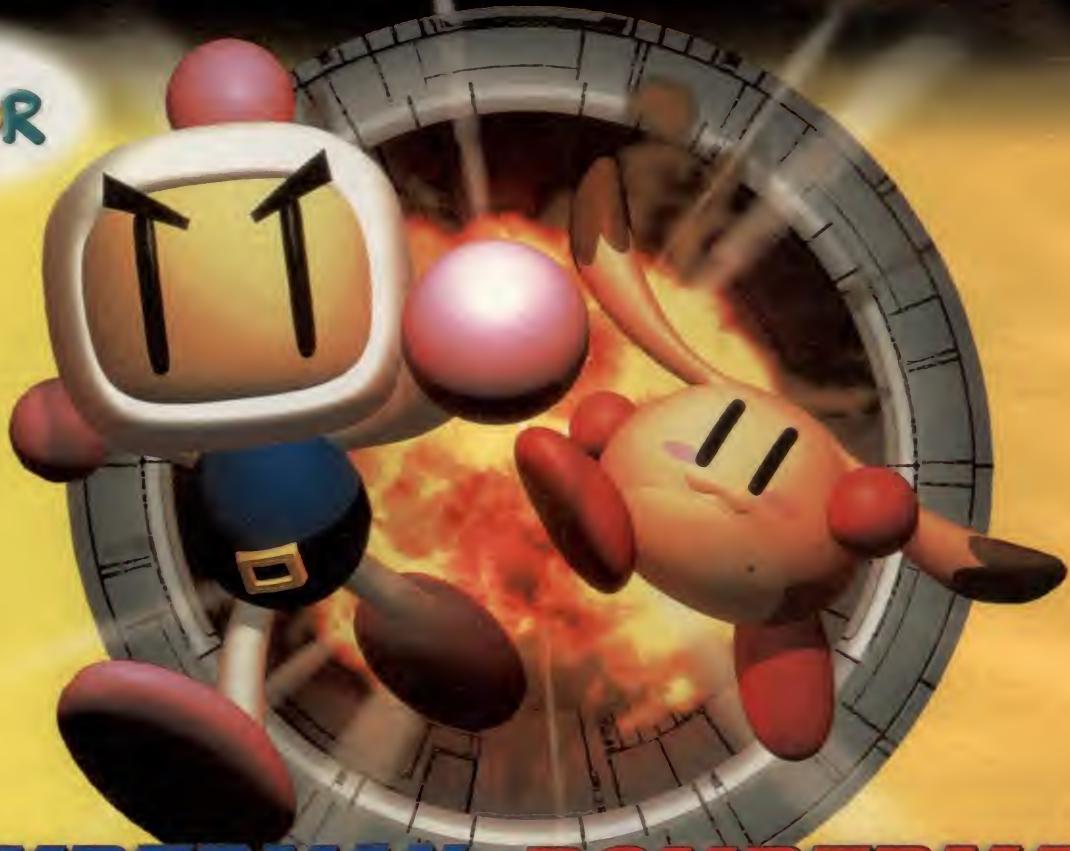
I hope not. I mean, anyone's capable of winning a series; the tough part is just getting into the playoffs. One hundred and sixty-two games can be grueling, but I think the best teams do end up making the postseason. The key is for your team to get hot at the end of the regular season and ride that momentum throughout the playoffs. We won the World Series the last two years, but don't look for us to become complacent. The Yankees aren't done winning championships... not by a long ways. ☺



**TURNING TWO** Strutting his skills, Jeter sidesteps a base runner and completes the double play.

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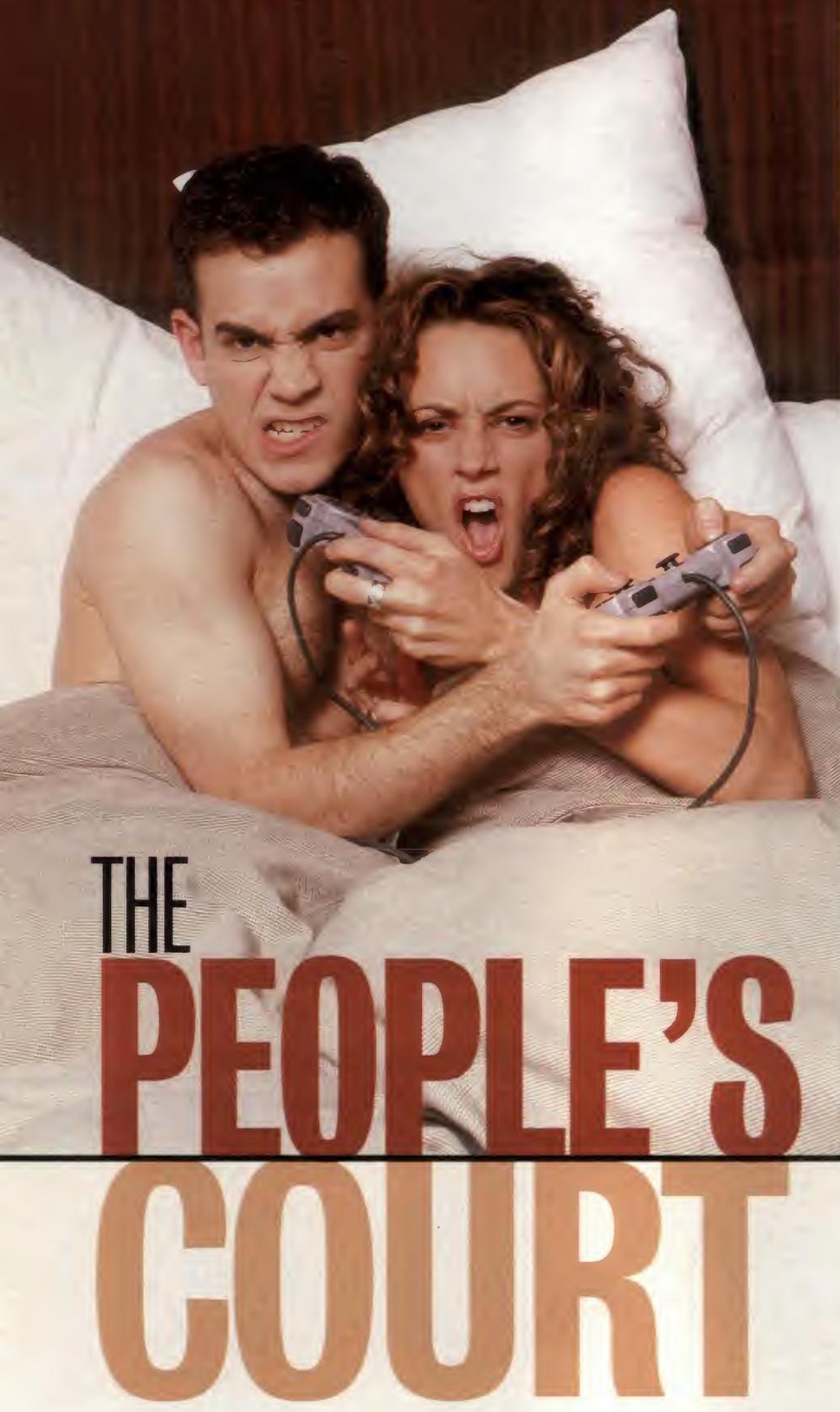


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CUTTING EDGE ENTERTAINMENT



# THE PEOPLE'S COURT

Photographs by Donya Fiorentino; wardrobe by Chris Duran/Visages; make-up by Lori Depp/Visages; hair by Gillian Whitlock; leather pants by Earl Jeans; fur vest by Guess? suit by Inc.; pink tank by DKNY; shoes by Charles David

Wrestling may be a physical sport, but things got a bit too rough and ready when **Kara McNamara** and **Jason Winer** of *The Blame Game* went head-to-head on *WWF Smackdown*. Paul Semel hits the mat.

**T**here are two kinds of video game players. Actually, there are a lot of different kinds of video game players, but when it comes to how people react when they're playing video games, there are only two: those who stare at the screen, transfixed and concentrating, and those who yell a lot while jumping up and down excitedly.

Kara McNamara is definitely not in the first group. While recently playing several rounds of *WWF Smackdown* against her *Blame Game* co-star, Jason Winer, Kara leapt up several times, yelled, cheered, bounced, and screamed like she was having the best sex of her life: "That's what I want, that's what I want, right there, right there, right there."

Since you can't have that kind of sex alone (or so I've been told), it's no surprise that Jason was almost as vocal, screaming, "Oh yeah, oh yeah!" more than once during their battle royale. Ironically, though, neither of these two play video games often enough to qualify for either of the aforementioned groups – not yet anyway.

"Now I understand why people get into video games so much," Kara admitted after beating Jason. "But I think if I stay here much longer, I could have a problem."

**MATCH 1**KARA  
JASONCHYNA  
MR. ASS

From the beginning this was Kara's match, which Jason acknowledged by saying, "You came out, and I'm woozy already." Jason continued to be woozy, as Kara repeatedly stomped him while he was down. She punctuated this by screaming, "Come on! Yeah! That's what I want; that's what I'm talking about." Kara even made up a little song about pummeling Jason: "Get him, get him, get him, get on him/that's what I'm looking for/that's the sweet one/don't go away from the slamming of your head."

And while Jason downplayed his beating with the excuse, "Oh, the computer's letting you win now," Kara put him back in his place: "No, I'm just in a zone of punching."

**WINNER****KARA**

"All I can say is, we trained well, and we're going to do it again, in 2000 and beyond." **A word from the loser:** "I think I was robbed, basically."

**MATCH 2**KARA  
JASONTORI  
THE ROCK

"Oh, I'm just being humiliated," Kara screamed, taking a series of knee stoms, "Who is this lightweight?" Kara soon answered her own question, however, by likening her character to *Beverly Hills 90210* star Tori Spelling. "Run, Tori, run to the beach house." She laughed. "Claire and Brandon are there."

Jason knew it wasn't Tori's fault that Kara was getting beat worse than Keanu Reeves on Oscar night. "No," he explained, "it's the sheer power of The Rock."

This "sheer power" wouldn't last. Kara turned the tables when she created a combo move she called The Mule, which involved knocking Jason down with a snapmare, then smashing him with knee snaps. Finally, Kara pinned him with a weird, limb-locking move that she described as "kind of tantric – tantric but deadly."

**WINNER****KARA**

"Tori did me right."

**MATCH 3**KARA  
JASONDEBRA  
KEN SHAMROCK

"Look, I'm in a skirt," Kara squealed, seeing her character. "This is like me on the show; this is me! Minus the huge boobs." "And I'm in tight, blue panties," Jason squealed back, "and that's like me on the show." But while the two did remember to kick the crap out of each other, the conversation again returned to clothes when Kara reprised her signature move. "I don't think she's wearing anything under that skirt." Whether or not that was accurate regarding her *Blame Game* outfit was never discussed, however, as the match quickly grew into another bloody blowout.

**WINNER****KARA**

"I knew along that I would destroy Li'l Bit. But it would've been boring if I didn't humiliate Jason in the way he's accustomed to." **Says the loser:** "Kara thoroughly emasculated me, which is nothing new."

# final thoughts

As is customary, we went into the dressing room after the match to get a reaction from our competitors.

**KARA McNAMARA**

**Kara:** I liked this. Might have to get me a PlayStation.

**Jason:** I was not a big video game player, but this was a lot more fun than I expected.

**Kara:** Were you trying? Seriously, were you trying?

**Jason:** I was trying everything that little controller could muster.

**Kara:** Because there were points when I was like, "He's not even trying."

**Jason:** Well, there was that point in the second match where I put the controller down because there was just no point anymore.

**Kara:** Jason, I'm sorry I humiliated you.

**Jason:** You know what? You snapped my twig and you plucked my berries. But that doesn't mean I don't still want to sleep with you.

**JASON WINER****THE REAL DEAL**

Check out Kara and Jason's courtroom antics in **The Blame Game** every Monday through Thursday at 5:30 p.m. on MTV.

**"I knew all along I would destroy Li'l Bit. But it would've been boring if I didn't humiliate Jason in the way he's accustomed to." —Kara**

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# Omnikron

The Nomad Soul



TEEN  
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# warped mind

What makes **Kenji Eno**, the man behind the demented *D2* for the Dreamcast, one of the most respected Japanese developers? Wandering across deserts, techno, and the absolute conviction of a visionary, apparently.

BY DAVID HODGSON  
PHOTOGRAPHY BY MICHAEL SEXTON

**W**hen it comes to the multitalented, Kenji Eno has all the bases covered. Simply oozing aptitude from every pore, Kenji cuts both an imposing figure and his own techno remix album, yet still has time to play numerous instruments and, of course, design a video game that pushes the boundaries of cinematics and taste. We sat down with the legendary producer to learn more about the man behind Laura Parton.

**D2 is almost ready. How are you spending your time off? Any tentacles involved?**

Well, Mizuguchi [Tetsuya, the creator of *Sega Rally*] and I are buddies, and we travel around the world going to deserts together, and there were rumors spread that we might be gay. [Laughs.] But I think some time this month we're going to go to a desert again. Somewhere.

**Why do you like the desert? We heard you and Mizuguchi were going to throw a Frisbee around.**

I'd like to go to Death Valley next. I organized a techno party in Japan and 2000 people came, and Mizuguchi talked about this, and we want to do another in the States. In the desert the days are extremely hot, and the nights are very cold, so it really makes you feel alive, and it's different from everyday life, so it really makes you "feel," and that's what I like. You can drink, you can do drugs, you can have sex, but if you do something different, then you'll really feel like you're alive and different from everyday life. [Pulls out CD from pocket.] This is a *D2* remix album. Most of the artists are European, but they are musicians that I like to listen to.

**The guys from Ninja Tune and DJ Food?**

Yes. I have been to Ninja Tune's offices, and I met with Coldcut. They toured Tokyo. Very cool.

**On to the game. There's some graphically sexual content in *D2*. Is it important to include this and push the boundaries?**

It's just a game, you know? It's not that I want to include sexual content on purpose or anything. Just because people see a ninja movie or a samurai movie, they don't go around and try to kill

somebody, or want to kill somebody. But after the shootings in Denver, even in Japan they are discussing the link between media and the real world. But in my opinion, games don't have the ability to do that. There are a lot of people who say that they went to see a movie and they did what they saw in the movie, but there are tons of fighting games, and you don't see people fighting for real.

Once we get to a point where we can create fighting games where you really want to start fighting, then I think we should think about it. But I don't think we've been able to make games that you play and you actually start crying, like in the movies. There are people that read books and watch movies, and they'll start crying, but as a medium, I don't think that video games have got to that point.

**So, what major differences can US gamers expect when they play *D2*?**

We have to change some scenes [laughs] – the sexual things. Four things we have to change. Like the grandpa who has the big tentacle. The white stuff coming from the tentacle. It's probably what you think it is. [Laughs.] We expected that three of the things on the list would be noted, but the fourth thing we were really surprised; we didn't expect there to be a problem.

But anything you look at can be interpreted as sexual. This was the part where Parker hugs Kimberly and kills her.

I think that there's a fine line between something that can be perceived as sexual or comical or horrific, and depending on the person, you're gonna have a different opinion on whether you're going to laugh or be mortified or whatever. And I was very careful when I made this game in considering that, and this is an adult game, and I'll be very happy if people can understand it as such.

**This is a game for adults. Why should the game be censored at all?**

I agree. It shouldn't. What I realized through it all is that in Japan, it was hard to get the hunting in the game approved – the Japanese are very against hunting. [Laughs.] But in the US, I was told, if the scene [involving Parker and Kimberly] didn't involve a black person, it would be okay, but because it's a black person we have to be very careful, and I think that's wrong.

**Finally, what is your favorite game?**

Of all time? *Pac-Man*. I like the characters because they are so different. Now I like the bus-driving game [*Tokyo Bus Trip* for the Dreamcast]. That is a great game. It's really, really fun. ☺





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A couple of the PlayStation2's most hyped titles are looking like they just might deserve all the big talk. David Hodgson and Demian Linn hold hands, skipping and prancing through a racing game wonderland.

# PlayStation gran turismo 2000

**ELITE MODELS** *Gran Turismo*'s car models are unbelievably realistic.



**DIVE, SQUAT AND ROLL** The PS2 allows for much more realistic suspension behavior.



**PHOTO FINISH** Tougher computer AI makes for tighter races.

**GRANDSTANDING** Good as it looks, GT 2000 has a ways to go. You call that a crowd?

**K**ept in the pits for some fine-tuning, *Gran Turismo 2000* leads Sony's premium pack of racing games, even if its late release date puts it in last place timewise. After seeing the Seattle track in action on the PlayStation2 and going "Wow," here's a closer look at the game PlayStation owners can't get enough of — especially after the bug that prevents you from completing 100 percent of the game.

Turns out *Gran Turismo 2000* isn't just going to be *Gran Turismo 2* with better graphics; it's going to be more — and less. According to Kazunori Yamauchi, the game's producer, *Gran Turismo 2000* probably won't have as many courses as *Gran Turismo 2*, but it will have a few all-new circuits. It'll also get improved computer AI and a steady 60 frames per second, which will allow for more subtle suspension behavior, meaning more realistic understeer as well as better overall control.

But what about those graphics, eh? Individual suspension struts on each wheel allow lifelike lurching around every corner, and reflective texture mapping gives the cars a superwaxed look that's as dazzling as it is unrealistic. Heat waves make faraway cars shimmer in the distance, and bright beams of sunlight filter through trackside trees and between buildings, reflecting off individual windows. You can even see spaghetti-thin wires stretching between telephone poles. And the Replay mode, jeez, we're going to have to start describing these next-gen games with sonnets and rhyming couplets — normal words don't seem to get the job done anymore.

There's talk of four-player support, and we might finally get to see the fabled drag racing mode *Gran Turismo 2* promised but failed to deliver. Net play will have to wait until *Gran Turismo 3* though, and Kazunori Yamauchi says that's a good two to three years off. Start cracking the whip, Sony!

CUMULO NIMBUS Forget the car — check out that sky!

IT'S, LIKE, SO REAL Heat waves shimmer off the track. What will they think of next?



DOLLY SHOTS The replays put Hollywood car chase scenes to shame.

FUTURE'S SO BRIGHT Lighting effects like this will have you fumbling for your shades.

# PlayStation ridge racer v

PICTURE PERFECT Ridge City has never looked like this.

RENDER ME THIS Would you just look at that? Look at it!



DON'T WANT NO CHUGS Frame-rates stay rock-steady.

BRIGHT LIGHTS, BIG TUNNEL The orange tunnel-based antics continue.

**F**rom the unknown but still momentous *Rave Racer* to the better-late-than-never *Ridge Racer 64*, Namco certainly knows how to milk a franchise and deliver a great arcade driving experience. But now comes the big boy. The new *Ridge Racer* for the new PlayStation2 machine, one of the most anticipated launch titles ever — PS2 or otherwise.

As expected, you'll race around city tarmac in flashy sports cars that look suspiciously like real models, but without the tricky licensing agreements. Start with a garage of six motors, like the yellow "Starluster" (spitting image of an R32 Skyline) or the electric blue Ferrari Testarossa clone now bearing the "Xevious" nameplate, and prepare for outrageously unrealistic power slides and orange tunnels — lots of orange tunnels.

Rumor has it there's no analog acceleration or braking, but otherwise your Dual Shock 2, NegCon or JogCon will work fine with *Ridge Racer V*. They'll have to, as the cars are going to zip around at more than 300km per hour (that's 185mph to you). Namco has also looked at *Gran Turismo 2* and laughed in the face of it. While there are only seven courses in *Ridge Racer V*, each with a different route through the main Ridge City — there are no tedious license tests or hundreds of cars here. Less is more, apparently.

Well, at least Namco's self-imposed limits have given the developers more time to spit and polish the graphical aspects of the game to insane levels. Looking for reflections of the scenery on your car? Want convincing tire smoke, sun glinting, and light sourcing from multiple angles? Here you go. After adding five game modes (Grand Prix, Dual, Versus, Time Attack, and Free Run), a virtual vixen with a name Jackie Mason could base an entire routine around (Ai Fukami), and the prerequisite "bangin' techno tunes," Namco now only needs to sit back, relax, and watch the entire gaming industry go ape for *Ridge Racer* once more. Expect our hands-on impressions next month.

UNLICENSED TO DRIVE *Ridge Racer V*'s cars are still unlicensed.

AROUND THE BEND The PS2's processing muscle should make pop-up a painful memory



UNHOLY MATRIMONY This Ferari/Lotus hybrid may not exist in real life, but you wouldn't know it from this picture-perfect render.

# That Tenchu That You Do

Everyone's favorite ninja simulator is about to get a sequel. It's tabi socks and caltrops all around!

■ SYSTEM PlayStation ■ PUBLISHER Activision ■ DEVELOPER Acquire ■ THEME Doing that ninja stuff ■ PLAYERS 1 ■ AVAILABLE Summer

## INSIGHT

**Q.** How similar would this be to *Beverly Hills Ninja*?

**A.** Very, except that you aren't American, you aren't from Beverly Hills, and you aren't morbidly obese.

**Q.** So what kind of mad ninja skills do I have?

**A.** Well, you're very sneaky, and handy with a sword. Pretty good with the mincing little jumps and rolls too.

**Q.** Wasn't *Tenchu 2* supposed to be a PlayStation2 game?

**A.** That was the rumor, but now the word on the street is that *Tenchu 3* is PlayStation2 bound.

Since the warmer weather still isn't quite here, are you feeling the urge to sneak around in shadows? Can't wait to get that grappling hook out of storage? Then prepare to get in touch with your inner ninja with *Tenchu 2: Birth of the Assassins*.

In the tradition of *Back to the Future 3* and *Phantom Menace*, the sequel to *Tenchu* is really a prequel, but with any luck this one won't involve cowboy hats or small children who aren't so good with the acting thing. *Tenchu 2: Birth of the Assassins* takes place four years before the original game — ninja twins Rikimaru and Ayame are still learning what it takes to become heartless assassins when their master, Lord Gohda, is assassinated himself.

Cue the revenge plot as Rikimaru and Ayame seek retribution, shuriken-to-the-neck style. Each character has 12 missions to sneak through, and Activision promises a hidden character, one that will let you fight for the proverbial dark side, with another eight missions to complete. There's also a two-level training mode in case your ninjitsu skills aren't what they used to be.

Otherwise, *Tenchu*'s third-person-perspective gameplay remains pretty much intact,



**OPA!** Ayame blows up a bunch of crates with some kind of firestorm thingy. Effective, but not very stealthy.



**BRAVE SIR RIKIMARU** Things aren't looking so good for my main ninja Riki. Run away!



**"BLOW" JOKE GOES HERE** Rikimaru takes aim with the blowgun. A little to the left.

although if you disgrace your ninja upbringing by being spotted by the enemy, you've got heavier ordinance at your disposal. Rikimaru and Ayame now get blowguns, complete with poison darts, along with fire arrows and other mystical ninja weaponry, and each character has six or seven special stealth-killing moves. Once you've put the guards in the big sleep, you can steal their weapons and even hide their bodies in the bushes.

Players can swim now too, and unlike in the first game, some missions take place at dusk or even in broad daylight. Activision claims there will be graphic enhancements — new weather effects, sharper textures and a deeper draw distance — and more advanced enemy AI.

The biggest news, though, is the new mission editor, which will allow gamers to create their own levels and save them to a memory card. That should keep the ninja wannabes satisfied until *Tenchu 3* hits the PlayStation2.

—Demian Linn

## NINJA FASHION

Being a ninja requires years of training. Do you have what it takes? No? Then skip all that training crap and just buy the outfit.

## BACK IN BLACK

The best thing about ninja fashion is that it never changes. Black is always in. Always. Don't make the same mistake this guy made. Dark blue is not black, except to the severely colorblind. Everywhere, ninja are laughing at this man.



## TABI SOCKS

Just try and wear a pair of tabi boots, the ones with the split toe, with a normal pair of socks. You can't! One size fits all.

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**SNK**



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# The PlayStation Is Not Enough

Electronic Arts' next Bond title is set to shake and stir the PlayStation2.

■ SYSTEM PlayStation, PlayStation2 ■ PUBLISHER Electronic Arts ■ DEVELOPER Black Ops ■ THEME First-person spy adventure ■ PLAYERS 1 ■ AVAILABLE Late 2000

## INSIGHT

**Q. Where's Denise Richards?**

**A.** Don't worry, boys. Denise is sure to make an appearance. Do you really think EA would squander the chance to pixelate her shapely form?

**Q. Will PS2 gamers be able to play *TWINE* online?**

**A.** EA hasn't mentioned any details, but hopefully PS2 gamers will enjoy the same multiplayer choices as PC folks.

**Q. How do I get a taste of *Quake III* Bond action now?**

**A.** Check out the newly posted *Quake III* multiplayer maps on EA's World Is Not Enough Web site (<http://007.ea.com>) to see what the company is dreaming up for its game.

**Two things are always true of James Bond: He always gets his girl and he always survives. After a disappointing turn in the third-person adventure *Tomorrow Never Dies*, Agent 007 is about to rebound with *The World Is Not Enough*. It's a first-person shooter sure to entice Bond fans who look back fondly on their days playing *GoldenEye*.**

**B**etter yet, this newest Bond installment will be available for the PlayStation2 as well as the PlayStation and PC. So, you can look forward to a fantastic-looking game built on the recently licensed *Quake III* engine.

**TWINE** will treat you to more than 10 missions straight out of the movie's storyline, taking Bond to all the film's exotic locales. Race over the docks in Istanbul, elude snowmobile-riding baddies on skis in the Caucasus Mountains, and tangle your way through the bowels of a submarine in Baku. Most important, Electronic Arts says all versions will feature some sort of multiplayer mode, a feature sorely missed in *Tomorrow Never Dies*.

If this title follows the *GoldenEye* formula, you'll have to rely heavily on stealth techniques to get your lone gunman through tight spots. But, should you need to throw down, Bond will have access



**IN THE PIPELINE** Stop looking at the pretty graphics long enough to fight off these King Oil goons. Then get back to what you really play the game for: finding Denise Richards.

to more than 20 weapons and should come equipped with an improved precision targeting system. Plus, don't forget those clever Q-lab gadgets.

Just looking over the wish list-like features, *The World Is Not Enough* may be the biggest Bond comeback since Pierce Brosnan replaced Timothy Dalton. But Bond fanatics can only hope EA comes through on all its promises.

-Annette Cardwell



**FIT FOR A KING** Elektra's posh digs will be Bond's PlayStation2 playground.



**GIMME SHELTER** Hopefully, Agent 007 will run into Dr. Christmas Jones in this nuclear laboratory.

## On Her Majesty's Secret Screen

Learn to be suave with the video release of *The World Is Not Enough*.



Though it's fun being James Bond in a video game, those of us who are suave-challenged are probably better off just watching the master at work. Luckily for us,

his latest adventure, *The World Is Not Enough*, is being released simultaneously on both VHS and DVD formats for use as a study guide. Both will include Garbage's music video for their theme songs, as well as a tribute to the late Desmond "Q" Llewelyn, while the latter adds "making of" and action-scene featurettes. The VHS version (\$19.98) and the DVD (\$34.98) will be available May 16. A five-disk DVD gift pack featuring some of Bond's earlier and most well known work will also go on sale May 16 for only \$149.98. -Paul Semel

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## PS QUICK LOOK

## Arc the Lad Collection

■ RPG ■ Working Designs ■ November

**1** Didn't I hear about this game years ago?

Yes and no. *Arc the Lad Collection* has all three games in the series; the first came out right after the Japanese PlayStation did. The second Arc the Lad came out two years ago, the third a few months back.

**2** Why did they wait so long?

Who knows? Working Designs has decided to release them in a four-CD set containing 90+ hours of gameplay and a "making of" video.

**3** Over 90 hours of gameplay? You're kidding, right? Remember, these are three different RPGs. If you can look past the somewhat aged graphics, this collection could be one hell of a deal....



**ARC THE MAD** Superdeformed characters rule – as do purple spell effects.

## PS QUICK LOOK

## Championship Bass

■ Fishing ■ Electronic Arts ■ Spring

**1** Baseball? Yes. Bowling? Okay. But a fishing game? This is America, where the quest for lazier ways to do things is eternal. Can't handle waking up early and sitting in a boat? Then sit back on your couch and catch some wiley fish.

**2** Wiley fish? You've got to be kidding me.

Here's what EA says: "Enhanced fish intelligence allows the fish to try and outwit the angler." But if you can't outwit a fish, you really need to reevaluate your ranking on the food chain. **3** But what does it offer that its competitors don't? Four of everything. Four play modes, four cameras, and four custom bass lakes to satisfy your freshwater bloodlust.



**KICKS BASS** Experience the ferocious struggle between man and bass.

# Lashings of Slashings

The folks who brought you *Final Fantasy Tactics* are back with a beautiful new offering.

■ SYSTEM PlayStation ■ PUBLISHER Square EA ■ DEVELOPER Squaresoft ■ THEME Intriguing dungeon hackfest ■ PLAYERS 1 ■ AVAILABLE May

## INSIGHT

**Q.** What the hell does "vagrant" mean?

**A.** You know a wanderer, a vagabond, a drifter.... Either that or a person who begs for money. But our hero, Ashley Riot, would never beg for money.

**Q.** Ashley Riot? What a lame name!

**A.** What are you talking about? It's cool! Who wouldn't be scared of a man named Ashley? No? Right.... Well, he carries a large sword, if that helps. Who cares what the main character is called when the game looks this good?

**Q.** But it will have a cool story line, right?

**A.** Are you kidding? This is Square we're talking about here! Better yet, this is the *FF Tactics* team we're talking about here! *Vagrant Story* will slap you upside the head with a tale of political intrigue, ultimate betrayal, and supreme sacrifice. *Metal Gear Solid* might just have to move over.

**I**t's not quite an RPG, nor is it really a strategy game. And to call it simply an action or adventure title would be missing the point. *Vagrant Story*, the much-anticipated upcoming release from Squaresoft, can't really be easily categorized as anything. It's one of those hybrid games that tries to capture the essence of multiple major genres – and it's doing an excellent job.

**I**t would be easy to label *Vagrant Story* simply a medieval *Metal Gear Solid* or *Tomb Raider* with role-playing elements and less cleavage, but both descriptions would be lacking. Sure, it's got the cinematic/spionage feel of Konami's action masterpiece, and yes, there's plenty of puzzle-filled tombs to explore, but *Vagrant Story* has much, much more than just that.

For starters, this title has a dynamic action/RPG battle system fused with a fair share of strategy, no doubt influenced by this team's previous offering, the popular *Final Fantasy Tactics*. But those expecting a similar gaming experience have a surprise coming.

Where *FF Tactics* focused purely on a strategical approach to



**INCITING A RIOT** He may be called Ashley and wearing a bib, but he's hard.

RPG gaming, *Vagrant Story* has a much more action-oriented feel. You can freely run around an enemy-filled room to your heart's content, but when you hit the Attack button a spherical grid comes up. If your foe is in the grid, you'll be given a selection of different areas to attack. You can take out its legs if the creature is a fast runner or bash its head if it talks too much.

It has the story, the graphics, and the feet-hacking, but, most important, *Vagrant Story* has a solid US release date. Sharpen your sword and get ready to take a couple of sick days off work: You're going on an adventure in May.

–Ryan Lockhart



**CLENCH AND HACK** Ashley "Buns of Steel" Riot goes in for some hand-to-claw combat with the local Greek mythological figure. Note the area health icon (bottom left).

Photograph by Tom Hauck/Allsport



# Hawk and Roll

Crave takes *Tony Hawk's Pro Skater* to the next level with a Dreamcast facelift.

■ SYSTEM Dreamcast ■ PUBLISHER Crave ■ DEVELOPER Treyarch ■ THEME Skateboarding ■ PLAYERS 1-2 ■ AVAILABLE June

## INSIGHT

**Q.** Another version of *Pro Skater*?

**A.** Hell, yeah. This game is so good, it should be on every console.

**Q.** So, what's new?

**A.** A four-player mode was planned, then scrapped. It's the exact same game with a makeover that would make Jenny Jones crap her pants.

**Q.** I'll check it out, but only if Officer Dick is back.

**A.** He's back, and this time you can even see the jelly donut stains on his pants.

**Tony Hawk's Pro Skater** ollies its way onto the Dreamcast, and the results are lovely. With a high-quality 128-bit polish, skateboarding has never looked so good.

The first thing that strikes you as you play *Pro Skater* on the Dreamcast is the insane amount of detail. While pulling off a 720 Madonna on the half-pipe you can read the logo on your skater's shirt and see the graphic on the bottom of the board. It's enough to make any *Pro Skater* veteran get back on the controller and show some skills. If anyone said this game couldn't get any better, it looks like they're about to eat their words.

The skater models have been dramatically improved. With four times the polygon count as the PlayStation version and high-



**AIR HAWK** Tony soars above the competition and barely breaks a sweat.



**CHECK IT OUT** Jamie Thomas shows off the groovy skulls on his new board.

quality textures, they pop right out of the screen. Stripes on shoes, creases in pants, and expressions on faces can all be made out as you bust out a new combo in the park.

Solid characters need solid levels, and *Pro Skater* has improved these as well. Courses have reached a higher state of being that you're sure to appreciate as

you search for fresh rails to grind into oblivion. Detail has been added to floors, ramps, walls — you name it. With new lighting effects and realistic shadows, *Pro Skater* is going to look incredible. Break out the old PlayStation disc and hone your grind moves, because it's almost time to start all over again.

—Ed Lewis



HE'S ALL SMILES Sure, that boss wants to rip your guts out, but look at those pearly whites!

# Beast Master

Does an RPG need the Squaresoft tag to be successful? Volition hopes to prove otherwise.

■ SYSTEM PlayStation2 ■ PUBLISHER THQ ■ DEVELOPER Volition ■ THEME RPG ■ PLAYERS 1 ■ AVAILABLE Fall

## INSIGHT

### Q. A PS2 RPG?

A. Summoner should be a major RPG experience, and the developer is noted for its PC games.

### Q. So, it's a rehashed PC game?

A. Not at all. In fact, the PS2 version is so far along, you can think of the computer version as a port of the console game.

### Q. Anything else?

A. Tons of PC companies are shifting focus to the PS2. They know where the money is.

**L**ove RPGs and don't want to wait a year for the next *Final Fantasy*? THQ and Volition have the cure, and it's on the next-generation PlayStation to boot!

**A**s anticipation for the PlayStation2 grows, so does the list of potential game designers. Many of those who have signed up are a given: Square EA, Midway, Acclaim, and other staple console game companies have already committed themselves to Sony's new supermachine, but the latest showing of support comes from an unlikely source: PC game developers. Noted PC software companies such as Bungie, Epic Games, and Raven have PS2

projects well under way. And while some console fanatics might be worried about a flood of ports on their new system (which is inevitable), some in the PC development community see the PS2 as much more than just a new way to further market their old computer titles. A perfect example would be PC veteran Volition and its upcoming RPG, *Summoner*.

*Summoner* is set to be a huge role-playing game, with a rich and winding story that would almost seem more at home on the silver screen than in a game. There are hundreds of characters to meet, dozens of major locations to explore, and more than 40 different highly detailed enemies to battle.

For those who are PC-compliant, think of *Summoner* as a bit like *Baldur's Gate* but with a much more advanced engine. For those who aren't, let's just say *Final Fantasy VIII* with much better



OPEN WIDE Here's a great example of the diverse areas *Summoner* will hold.



**NONSTOP ACTION** The fights are fast and furious, with no loading screens!

graphics and no random battles. Unlike many "PC RPGs," however, *Summoner* is not a difficult game to get into; in fact, it's being designed to have the same ease of use that most Squaresoft titles share, but with loads more depth for those who want a bit more out of their role-playing experience. Want to interact with the 180 townsfolk in the main city? Go right ahead. If not, the characters important to advancing the gameplay will be

easy to spot, so you can talk to them quickly and be on your way.

The battles are designed with a similar feel. They are all real-time (like in *Legend of Zelda*), so you can hack at everything you see or you can choose to utilize the instant pause feature to plan your attacks. Much like in the last two *Final Fantasy* titles, powerful creatures can be summoned at a moment's notice. But, unlike the beasts you called in Squaresoft's

**Not only is this the first game to fully bridge the gap between PC and console game markets, but it also gives us the chance to see how well US next-generation RPGs will compare with their Japanese counterparts.**



**FACE IT.** With a door that cool-looking, we can only guess what's on the other side.

releases, these will stick around and actually join your group to help fight or solve puzzles.

*Summoner* is important for many reasons. Not only is this the first game to fully bridge the gap between PC and console game markets, but it also gives us the chance to see how well US next-generation RPGs will compare with their Japanese counterparts. But, of course, even more significant than that, *Summoner* finally gives us console owners a reason to talk smack to our PC-loving friends. Isn't progress great?

-Ryan Lockhart



**BEHIND YOU!** *Summoner* has its fair share of nasty beasts, as your female party member is about to find out.



## The New PlayStation: 2 Powerful?

Since *Summoner* is coming out for both PC and PlayStation2, you're probably wondering how the two versions stack up. The characters in the PS2 game are actually the high-polygon models used only in the PC cut-scenes; they have fingers, teeth, and even tongues all the time! But, aside from the always-detailed characters, a few more advanced shadow techniques, and the unfortunate resolution difference between TVs and computer monitors, there's not much else that separates the two versions.

*Summoner* on the PC is cutting-edge, so when you consider that Volition's first PS2 title technically outperforms it... Well, that just gives an indication of what's to come.



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## PS QUICK LOOK

## Mr. Driller

■ Puzzle ■ Namco ■ May

1 Nice title. Wasn't that a porn film?

Actually, Mr. Driller is a cutesy drill-carrying hero who breaks blocks. The trick is to break them up so same-colored blocks fall together. 2 Looks a little *Tetris*-like.

It may look similar, but it's not. Your focus is not only to eliminate blocks, but to keep Mr. Driller alive by steering him toward pockets of air. If his oxygen meter hits zero, it's curtains for our adorable hero.

3 What other modes are available?

There's no multiplayer, but you can take the Time Attack challenge and race the clock, or observe your performance in a practice area.



**TIMING OUT** Mr. Driller pounds through a cell of green blocks.

## PS QUICK LOOK

## Industrial-Spy

■ RPG ■ UFO Interactive ■ April

1 What's the story here?

In this anime rehash of *Mission: Impossible*, you're in charge of a team of agents. Each agent has different strengths needed to complete the game's 10 missions.

2 So, it's kind of like *Rainbow Six*?

Yes, *I-Spy* sort of resembles that PC title, except you never actually get to control any of the agents yourself.

3 Where have I seen this game before?

Originally, this title was called *Espion-Age-Nts* in Japan. Hopefully, UFO will slightly cut down on the bazillions of complicated menus seen in the Japanese version.



**MENU, PLEASE** Masked by menus, three team members do your bidding.

## Generation-X

Marvel's mischievous mutants are looking for a PlayStation rumble.

■ SYSTEM PlayStation ■ PUBLISHER Activision ■ DEVELOPER Paradox ■ THEME Fighting ■ PLAYERS 1-2 ■ AVAILABLE July

## INSIGHT

Q. Finishing moves?

A. Does this mean Wolverine will claw someone's head off?

A. Unfortunately, no.

Finishers will be much tamer than in Paradox's last fighter, *Wu-Tang* — although we'd love to see a crossover where ODB battles Cyclops for the last hit of chronic.

Q. Isn't that midget who played Darth Maul in the movie?

A. He prefers the term "vertically challenged" but yes, he plays Toad.

Q. Does he use the Force?

A. If he has any left, let's hope he uses the Force to force the directors and the game developers to do something good with the license.

The word "mania" is defined as "excessive or unreasonable enthusiasm." This summer no franchise will be subject to its fans' excessive and unreasonable enthusiasm quite like X-Men.

**N**ot only will there be a new X-Men flick starring Halle Berry, but Universal Studios will debut an X-Men ride, there's a new cartoon series in development, and Activision will release what it hopes will be the definitive X-Men fighting game.

The only question is whether all of these offerings will live up to the hype. Looking at the lack of quality of past superhero movies and video games, the quick answer would be no. But let's not rush to judgement here. The *Matrix*-like movie trailer shows definite promise (not to mention a naked, blue Rebecca Romijn), while first glimpses of the game display the vibrant images and bullet-quick gameplay of a true comic book contender.

The game, titled *X-Men Mutant Academy*, plays similar to *Street Fighter EX*; 3D elements are



**THE EYE HAS IT** Cyclops covers his face in shame after destroying Wolverine.

incorporated into special moves, but little else is. Fortunately for X-Men fans, though, the game's 10 characters, ranging from Gambit to Storm, look unbelievable, and mutant maniacs are salivating over the thought of finally witnessing their heroes' finishing maneuvers. The game also sports three play modes, including training under the tutelage of that bald brainiac, Professor X. Only time will tell, however, if the game (and the movie for that matter) will be a blockbuster success or the second coming of *Batman & Robin*.

—Jon Robinson



**WOULD YOU LIKE TO KISS MY CLAWS? BERSERKER!** Wolverine gives Cyclops a taste of titanium in a super uppercut combo reminiscent of Ken and Ryu in the *Street Fighter* series.

# A Gran Day Out

Does *Sega GT* leave *Gran Turismo 2* as so much scuffed and bleeding roadkill?

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER Sega ■ THEME Like *Gran Turismo 2* ■ PLAYERS 1-2 ■ AVAILABLE Fall 2000

## INSIGHT

### Q. Homologation?

**A.** Settle down, young buck. This confusing word (which describes the regulations a car must meet prior to race eligibility) allows you to homologate with one of your male pals without your Southern Baptist father finding out.

### Q. Oh, okay. Now where's my Mustang?

**A.** Sorry, Sparky. Sega obviously ran out of licensing cash – there are no American motors in the game. How about a car that doesn't corner like a bus? The Nissan Skyline should do the trick.

### Q. I don't want to drive that!

**A.** Face it: It's an import beast or nothing. And by nothing, we mean a 64 hp Suzuki Plio RS, a plastic box with wheels and a "throaty" lawn mower engine.

**No it doesn't. But it comes close.** *Sega GT Homologation* isn't so much of a *Gran Turismo 2* killer as a *Gran Turismo 2* pillager. Sony should feel violated....

**F**inally, racing on the Dreamcast that's realistic, fun, and plagiarized from the successful *Gran Turismo* formula. Want overly shiny cars that handle with wobbly precision? How about "music" we can describe only as "utter s—"? Then there's the whole license and racing dynamic of the Championship mode: all thieved; no newfangled ideas whatsoever. But if it ain't broke, why fix it?

You select real, mainly Japanese, cars and race them around tracks. But first you've got your color to choose, your upgrades to buy (if you're playing in Championship mode), and your course to select. Then the race begins, and you'll immediately notice that *Sega GT* is certainly the most graphically stunning racer ever seen. Shiny cars race over tarmac and leave tire marks that stay on the track! Cars wobble on independent suspension struts, and any collisions lead to a variety of outcomes, usually involving hitting track sidings, reversing, and gunning after the chump in front. Sideswipe an opponent, and watch him swerve and accelerate off or



**EVO HEAVE-HO** A foe cuts us off and leaves us in the dust. The car shine? Unaffected.



**HIT AND MITSU** Vision-impaired by zealous use of lens flare, we charge oncoming cars.

crash into a ditch and spin his wheels with fury. Great artificial intelligence, and all on a track with no pop-up or fog.

There are three views, known colloquially as Close Chase, High Chase, and Front Tarmac. Close Chase has the bonus of preventing you from seeing the track immediately in front of you, as you're too close to the back of the car in front. Other "innovations" include a lack of seat-of-your-pants speed as you barrel down an open road – as well as every car handling in a really similar manner. The car windows are transparent though, which impressed us. And, thanks to the *Ridge Racer Type 4* developers, you can choose a Race or Drift version for those arcade thrills.

Those of you refusing to buy a PlayStation have only a few short months to wait for *Sega GT*. It may not be the most original game, but it's certainly the only way you'll get to play a prettier, less deep *Gran Turismo 2* on your Dreamcast.

–David Hodgson



**TARMAC DADDY** From the safety of the "front tarmac" view, we speed toward a shiny Toyota and glinting EVO with throttle down.

## Day-Clona USA

How to ensure maximum game quality with minimum effort? A quick checklist...



### Trippy Taillights (above)

#### From *Ridge Racer Type 4*

**Comments:** "Car lights shown at night need the trace effects those guys over at Namco perfected. Think about it. What would driving a car be like if you were, say, Robert Downey, Jr.? Make it happen!"

### The City at Night

#### From *Tokyo Extreme Racer*

**Comments:** "We will shock the world with a city course that – get this – can be raced at night. And, unlike *Tokyo Extreme Racer*, I want actual scenery. There are snow and desert courses too? Good work."

### Atrocious in-game music

#### From *Daytona USA*; *Miami Vice*

**Comments:** "The guitar solo is mankind's greatest achievement. Add a Wal-Mart Casio synth, some techno beats, and a woman who does that high-pitched warbling the kids love. Hey, it worked in 1994."

### Overly shiny car buffing

#### From *Metal Mario* – *Mario 64*

**Comments:** "Gran Turismo's cars simply weren't reflective enough. We need more reflection to show off our developing power! But, er, tint out the windows, can you? They're too difficult to reflect off of."

### Orange tunnels (below)

#### From *Ridge Racer*

**Comments:** "Namco has taught us well: All tunnels in racing games are orange, with repeated lighting and some road signs to knock into. Ours will be better. We will have even less lights, and the tunnel will be longer. Excellent."



# You Starsky, Me Hutch

Dig out those driving gloves: *Metropolis Street Racer* is the next big driving-game thing.

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER Bizarre Creations ■ THEME Racing around cities ■ PLAYERS 1-2 ■ AVAILABLE Summer

## INSIGHT

**Q. What else has Bizarre Creations done?**

**A.** *Furballs* is in the works for the Dreamcast; past games include a pair of *F1* titles and the obscure *Wiz 'n' Liz* for the Genesis.

**Q. What the heck is a "1.5 party" developer?**

**A.** Sega is a first-party developer for the Dreamcast. Everyone else is a second or third party. So, a 1.5-party developer is one Sega really takes a shine to. Other developers in the 1.5 club include Argonaut, Appaloosa, No Cliché, and Red Lemon.

**Q. Big-name soundtrack?**

**A.** Nope, it's all original music. But you'll be able to choose the style of music you want to hear by selecting different radio stations in each city, complete with witty DJ banter and annoying jingles.

**At Bizarre Creations' Web site ([www.bizarrecréations.com](http://www.bizarrecréations.com)) you'll see pictures of a bunch of wacky Brits asleep on the job, a list of places employees have been sick, and a photo of a guy dressed as Lara Croft that we don't want to talk about. Are these people qualified to make one of the Dreamcast's biggest racing titles?**

We won't know for sure until a review copy of *Metropolis Street Racer* arrives, but all early indications point to yes. Bizarre's *F1* and *F1 '97* for the PlayStation impressed Sega so much that Bizarre was asked to be one of Sega's select group of "1.5 party" developers, and the group has been hard at work on *Metropolis Street Racer* ever since – at least, when they weren't sawing logs or taking

compromising photographs of each other playing dress-up.

Bizarre claims *MSR* isn't going to be another *Gran Turismo* homage – Sega's own *GT Homologation Special* (see p. 75) will cater to the hardcore racing fanatics – although the version we played was amazingly realistic,

both graphically and gameplaywise. Races take place in San Francisco, London, and Tokyo, with three main tracks in each city. But, unlike those other racing games that put the Eiffel tower in the background and claim you're in Paris, *MSR*'s locations are near-perfect recreations of reality.



**LAWN RANGERS** The replays let you appreciate the quality landscaping they've got over there in Tokyo.



**NIGHT HAWKS** When the sun goes down, the RX-7's come out to raise a ruckus. Those kids and their cars.





**WINDOW SHOPPING** A Mercedes takes time out to peruse Tokyo's electronic shops.

The Bizarre team took more than 35,000 on-site pictures, and their artists often borrowed textures directly from the photos. So, if you've ever been to the cities in question, it'll all be eerily familiar. Stores, streetlights, and assorted shrubbery are exactly where they're supposed to be; only street signs, traffic lights and wide-eyed pedestrians in their Hard Rock Café Tokyo T-shirts are missing. And rush-hour traffic.

*Metropolis Street Racer* isn't packed with hundreds of cars. There are more like 40 or so, mostly convertibles, from around a dozen manufacturers. Your garage will never accommodate more than six. But, as in *Gran Turismo*, performance and handling specs are taken directly from the car makers.

Bizarre is keeping gameplay details under wraps, but we do know there's going to be some kind of Gang mode, in which you can challenge and win opponents' cars, and normal arcade races. Internet play was supposed to be a major part of the equation, but Sega won't yet confirm whether or not that feature will make it into the final game. Here's hoping.

-Demian Linn

**Unlike those other racing games that put the Eiffel tower in the background and claim you're in Paris, MSR's locations are near-perfect re-creations of reality.**



**IT AFTER DARK** MSR checks the clock in your DC and then sets the time in the game accordingly — Big Ben even chimes every hour.

## San Francisco Rush

So, just how realistic is *Metropolis Street Racer*? We toolled around the Pacific Heights circuit in the game, then went to the real Pacific Heights in San Francisco, strictly for comparison purposes.

### LET'S GET GOING THEN!

00:00:00 ROLLING START

Northbound on Buchanan, halfway between Jackson and Pacific. Immediate impressions: I'm travelling at 50mph and there's a stop sign 30 feet ahead.



**DOUBLE TAKE** Damn! Aside from the weather, all those other cars, and the odd telephone pole, we've got a match. Too bad we couldn't import a yellow Mitsubishi FTO.

### THE MOON? AT THIS HOUR?

00:42:56 ON BROADWAY

Lose precious seconds waiting for a hulking Mercedes ML 320 to finally make a left turn at a four-way stop. Don't recall the Port-O-Potties I passed moments ago on Buchanan being in the game, nor the husky construction workers with pants at half-mast.



**EASY PARKING** Well if all those dang cars weren't in the way, this would be the spittin' image. It's all these dotcommers moving in to San Francisco, you know.

### WATCH THE BIRDIE

01:58:34 OBSCENE GESTURE

UPS truck seriously affecting lap time. Slow-moving pedestrians gawking at topiary garden at Octavia/Jackson four-way — honk horn, exchange single-finger greetings as is the custom.



**OUR BAD** The locals were already pissed-off with our antics, so shooting this shot in the left lane wasn't going to work. Hence the not-perfect match between screen and pic.

### BLAME IT ON THE SUVS

03:28:14 LAP COMPLETE

Postmortem: Incessant four-way stops, traffic lights and indecisive minivans make beating our in-game best lap of 01:03:82 problematic. Parking spots much easier to come by in the game than in real life.

# The Odd Couple

Oddworld favorite Abe teams up with new hero Munch for a remarkable PlayStation2 adventure.

■ SYSTEM PlayStation2 ■ PUBLISHER GT Interactive ■ DEVELOPER Oddworld Inhabitants ■ THEME Action/Adventure ■ PLAYERS 1 ■ AVAILABLE Q4 2000

## INSIGHT

**Q.** Will there be a *Munch's Exodus* bonus game?

**A.** Oddworld promises a second part to Munch's story that will also be a PS2 game. Apparently, it sees developing this second game as a way to stall making the third in the Quintology.

**Q.** So, when's the third installment due?

**A.** The third game, to be called *Oddworld: Squeek's Oddysee*, is in the works, but there's some question, according to Oddworld, whether even the PS2 can handle what it's planning to offer.

**Q.** What sort of plans does it have cooking?

**A.** Squeek's chapter will supposedly be set in a "massive city of consumerism" such as New York or Hong Kong, with tons of inhabitants and buildings. Oddworld President Lorne Lanning says, "In the end, Oddworld is 10 times the size of earth."

**F**inally, a game PETA can get behind. Oddworld Inhabitants' second installment in the Oddworld Quintology series, *Munch's Oddysee* (*Abe's Exodus* was just a subchapter), brings you into the cheery world of animal testing, and you're the guinea pig.

**T**his time around, you can play as Abe as well as new pal Munch, an amphibious, crippled-but-resourceful Gabbit creature. Your mission is to stop the evil Vykker scientists who relish a little good old-fashioned animal testing and torture. Just as Abe was able to possess living creatures in the first games, Munch can possess machinery to use to his advantage. Plus, he rescues other animals from their testing demise to nurture them into bigger, dangerous allies.

With a whole new palette open to them on the PlayStation2, those mad storytellers at Oddworld are determined to create an organic, functioning 3D world sure to be unlike any previous console game. So, instead of the old platformer look, *Munch* is built on the updated A.L.I.V.E.2 engine and will give gamers the opportunity to roam the beautiful, crazed imaginations of Oddworld's developers. As Oddworld puts it, "Before 128-bit, you couldn't dream an experience like this one."

The GameSpeak of old will return, but in a more advanced



**DRY AS A MUDOKON BONE** These hungry Mudokon go scavenging. Funny how even the drought-stricken, arid Oddworld looks gorgeous, thanks to the PlayStation2.



**GETTING WARMER** These Mudokon build a fire as they hang out at Alf's Rehab & Tea.



**HOT AIR ATTACK** Invaders move in on Slig territory while one Slig sounds the alarm.

form. Instead of just simple commands, you'll use speech to play with your environment more effectively. Plus, new action and attack options will open up in this highly developed landscape. Instead of shooting enemies, Oddworld claims it may be more fun "to steal their ATM cards and drain their life savings" or "enslave them as sugar junkies."

Of course, Munch is going to look amazing.

The first views of real-time gameplay are breathtaking.



**HAMSTER HEAVEN** This Mudokon slave isn't on this treadwheel for his health; he's the Sligs' power source.



Thankfully, Oddworld's herds of fantastical creatures will likely be ready in time for the PS2 US launch. Abe fans, keep your webbed Gabbit fingers crossed.

—Annette Cardwell

# Lost in Space

Sega's Space Channel 5 has more moves than United Van Lines.

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER Sega ■ THEME Dancing ■ PLAYERS 1 ■ AVAILABLE May

## INSIGHT

- Q. Is that Michael Jackson?**  
A. Yes, the King of Pop contributed his voice and appearance to *Space Channel 5*. In Japan it's apparently okay to have a chimp for a best friend.  
**Q. Why can't MTV get sexy, swinging talent like Ulala?**  
A. As a matter of fact, MTV is said to be developing a show using the pink-tressed intergalactic star, called *Ulala's Swinging Report Show*.  
**Q. Got a sequel?**  
A. One is in the works, but whether it comes out will depend on the success of the original title.

**Look out, Lara Croft.** There's a new hot game chick in town, and she's going to dance those tired hiking shorts right off the screen.

**S**he's Ulala (as in ooh, la la), the fashionably clad news reporter/space warriress of Sega's dazzling, fun new dancing game, *Space Channel 5*. While it's available only in Japan right now, we're really looking forward to seeing this imaginative title make its way to American Dreamcasts soon.

*Space Channel 5* is a colorful mix of *PaRappa the Rapper* and *Bust-a-Groove*. As Ulala, you have to save humans from the evil alien Mororians by out-dancing them in Dance mode and out-gunning them



**DOUBLE TROUBLE** Ulala and her entourage dance off against Ulala's evil twin.

in Shooting mode. When shooting, you have to blast aliens with one button and liberate human captives with another. As you rescue humans, they join your entourage, following in your dance steps to the next alien confrontation.

This game might look like a bit of bubble gum fluff, but its challenging gameplay is no walk in

the astral park. The heavy-duty bosses make it tough, so you'd better start limbering up your dancing fingers for some complex button-clicking combinations.

*Space Channel 5* will be hard to miss when it hits US shores. It'll be the game the large crowd is gaping at and begging to play.

-Annette Cardwell



**WACKO JACKO** Michael Jackson makes an in-game appearance, and he's looking rather shiny. It'll take at least three weeks in his sleep chamber to get back to normal.

## It Came From Outer Space

While watching Michael Jackson grow into the name "Wacko Jacko," earthlings wondered whether the King of Pop may be from some galaxy far, far away. Here are a few glaring signs from across the years.

1980



Hanging out with E.T. instead of Drew Barrymore? Enough said. This picture pretty much says it all anyway, don't you think?

1983

Invents Moonwalk. We could never quite do it. Could you?



1984  
Starts hanging out with new best friend Bubbles the Chimp, exercising his unearthly ability to talk to the animals.



1985

Installs special bubblelike sleep chamber in his Neverland Ranch bedroom in attempt to re-create spaceship-pod experience.



1986

Captain Eo at Disney's Future World; uses mind-control techniques to convince Francis Ford Coppola to direct his 3D space adventure.



2000

After two failed marriages to Lisa Marie Presley and Debbie Rowe, Jackson announces "plans to keep a regular date with Elizabeth Taylor."



# Super Punch-Out

Will Iron Mike's game score a knockout? Or is the former champ past his prime?

■ SYSTEM PlayStation ■ PUBLISHER Codemasters ■ DEVELOPER Codemasters ■ THEME Boxing ■ PLAYERS 1-2 ■ AVAILABLE May

## INSIGHT

**Q.** Ninety boxers? Is Robert Downey, Jr. included?

**A.** No, but if you haven't already heard, Tyson did manage to choke out the now imprisoned movie star on the set of their upcoming film, *Black and White*.

**Q.** If not Downey, who besides Tyson can you fight as?

**A.** Although there are 90 characters in the game, you can play only as 24. The other 66 are merely opponents.

**Q.** If Codemasters owns the rights to Prince Naseem, does that mean he too will appear in the game?

**A.** Great question. Nas isn't in the original lineup, but there are eight locked and three hidden characters. The Prince hopefully will be one of them, although he can leave his dancing shoes at home.

**The most infamous, most intriguing athlete of Generation X, Mike Tyson, shouts for your attention. Whether he's salivating over an opponent's ear like the ravenous Hannibal Lecter or elevating boxing's beauty with an unrelenting string of stinging right hooks, you're unable to stop watching the spectacle that surrounds the myth, the magic, and the murk of Iron Mike Tyson.**

**T**hat's why Codemasters has agreed to develop a game based on the controversial fighter. It's hoping the same people compelled to watch the sometimes tragic, sometimes triumphant life of Tyson will also be compelled to play his game. It's also ready to field the thousands of protest calls made by angry consumers upset that a man convicted of rape would be given a big-money contract to be a spokesman for a game being sold

to thousands of young adults. But Codemasters will learn that just like anything that surrounds Mike these days, it can't cash in on the former Undisputed Heavyweight Champion without suffering a few bite marks along the way.

Codemasters just needs to remember that no matter how poorly an athlete acts, all is forgiven if the athlete can win (remember Latrell Sprewell). The US loves a winner, and bloodthirsty crowds are far more likely to boo a model citizen loser than a winner with what they perceive to be a bad attitude. Message: Make Mike Tyson Boxing a spectacular game and the threatening phone calls will cease. God bless America.

And making a good game is exactly what Codemasters hopes to accomplish by flooding the virtual ring with 90 flamboyant boxers (each possessing 12 punches in their rep), along with gameplay



**OVER THE SHOULDER** Tyson sizes up his fictitious opponent as the judges look to fix the scorecards.

modes such as Showcase, Versus, Career, and Practice. The game also sports a Knockout Tournament (think Slugfest from *Knockout Kings*) in which fighters of different weight classes clash to determine just who really is the toughest cyberfighter on the planet. And if everything works out as planned for Codemasters, his name will be Mike Tyson.

—Jon Robinson

## The King and I

Don King allegedly stole Mike's money, but he didn't steal his rage.

Mike Tyson is on a mission. He wants more than just a title, however: He wants your respect. Before the death of his trainer and father figure, Cus D'Amato, Tyson was the new king of kings. He devastated every opponent, and most of his fights lasted only minutes. But his life shattered when D'Amato passed away. Mike fell in deep with Don King, lost his titles (and his money), got thrown in jail, and became the new joke of jokes on the late-night circuit. But now he's back to knocking opponents out. The question is, will he get a shot at Lennox Lewis? Not only would a Tyson/Lewis fight be the biggest in recent history, but it would also bring boxing back to the spotlight, a place it hasn't been since the last time Tyson was champ. Now that's respect.



Photograph by Alisport

# No Mercy

It's time to go boldly where no PlayStation gamer has gone before.

■ SYSTEM PlayStation ■ PUBLISHER Activision ■ DEVELOPER Warthog ■ THEME Rootin' tootin' space-shooter ■ PLAYERS 1-2 ■ AVAILABLE Summer

## INSIGHT

- Q. Are there any celebrities featured in the game?**  
A. You bet. Aside from Michael Dorn gluing on the headpiece to become everyone's favorite Klingon, Worf, Patrick Stewart will also show off his shiny dome, reprising his role as Captain Jean-Luc Picard.
- Q. Is there any planetary action?**  
A. You won't be able to beam down to a planet surface to check for luscious space babes, if that's what you mean.
- Q. What else has Warthog developed?**  
A. Funny you should ask. It's responsible for bringing the popular *Colony Wars* franchise to life.

As the PlayStation nears the final frontier, fans of *Star Trek: The Next Generation* are finally getting their wish. Activision is locking its sights on delivering supreme interstellar space combat in *Star Trek: Invasion*.

In the past few years *Star Trek*-related games have graced only the screens of PCs; now some of the love is coming to consoles in a full-on 3D space-shooter. *Invasion* invites all would-be captains to join the Federation's ranks to engage in 20+ missions, including investigating space anomalies, defending against alien threats, and other action-laden reconnaissance forays. There's also a keen multiplayer mode where you and a friend can spend hours blasting away at each other. While cruising intergalactic space, you'll find classic *Star Trek* life forms lurking behind every nebula and asteroid, including gnarly Klingons, soulless Borgs, and the ruthless, pointy-eared Romulans.

To aid in your galaxy quest, *Invasion*'s docking bays are stockpiled with the Federation's best single-pilot craft, including the Valkyrie and a few new dandies that have been specifically designed for the game. You'd better believe each will be packing some serious heat.



**WET BEHIND THE EARS** Before engaging in the real thing, you must first prove your skills in a few training missions.



**BIRD OF PREY** *Invasion* features familiar *Trek* enemies, including the Romulans.

against the frequent gravity bombs, morning stars, proximity mines, energy lances, and more. Annihilating other life forms is, after all, the name of the game.

So far *Invasion*'s graphics are most impressive. The developer, Warthog, has created a visually stunning game with lush spacescapes and spectacular-looking special effects. It's also promising streaming in-game narratives to pace the action upon completion. In the cockpit, *Invasion*'s combat system is very straightforward, sporting a user-friendly control interface that will appeal to combat vets and cadets alike. However, actually controlling the ship proves troublesome; the mechanics definitely could use some fine-tuning before launch.

Still, *Star Trek: Invasion* looks primed and ready to deliver the right mix of mission-based gameplay and fast, furious space-shooter action worthy of its heritage.

—Brett Rector



**SHOOT TO KILL** *Invasion* sports more blasting action than Kirk's living quarters.

## DC QUICK LOOK

### Deep Fighter

■ Undersea Action ■ Ubi Soft ■ Q2 2000

1 This isn't *Aquaman's Holiday*, is it?

With pirates and sea creatures out to destroy your peaceful underwater civilization, *Deep Fighter* is more like a raging war than a naturalist's aquatic vacation.

2 War? Now you're talking! What kind of weapons?

Eight one-man subs you can equip with a selection of 12 weapons and nine tools.

3 So, does the hero get to hook up with some mermaids after a hard day's fighting?

With six underwater environments, who knows what you'll run into down there? Just remember: Women aren't the only man-eaters at the bottom of the ocean.



**ARRGH, MATEY!** Under the sea, you'll need skills to fend off thirsty pirates.

## DC QUICK LOOK

### San Francisco Rush 2049

■ Midway ■ Racing ■ September

1 So, what's in 2049 that we don't have now?

The cars have retractable wings — that's one biggie. And the buildings are all shiny. That's how you know you're in the future.

2 Not out until September, oh? What's the holdup?

The game's pretty much done now but — wait for it — *Rush* is likely to be one of the first DC games with real Net play! Hot damn!

3 Gimme the numbers.

Six tracks with tons of shortcuts, 13 excitingly wacky cars. There's also a Stunt mode for budding Evel Knievels and an obstacle course.



**NIGHT RIDER** It wouldn't be a driving game without a night course.

# All Tingly and Sticky

Supergeek Peter Parker shoots his fluid all over the PlayStation.

■ SYSTEM PlayStation ■ PUBLISHER Activision ■ DEVELOPER Neversoft ■ THEME Superhero action ■ PLAYERS 1 ■ AVAILABLE June

## INSIGHT

**Q. Where can I read about Spider-Man?**

**A.** In that small building with the faded X-Men standees, the old guy behind the counter, and lots of scrawny kids hanging out. It may smell bad, but the comics themselves are worth the trip.

**Q. What should I know before I go in?**

**A.** Praise Stan Lee and Grant Morrison. Don't go in for a game of Axis & Allies — they stun you with a six-hour marathon session and then sell your kidneys to wealthy cocaine traffickers.

**Q. What's the link between comics and cocaine?**

**A.** Learn your Latin. Both words have the same root, "co," which means "white evil." Pasty comic book collectors and pricey white powder. We think the connection is clear.

**Spider-Man is swinging his way onto the PlayStation, and for once getting the game he deserves.**

If there's any bit of pop culture that needs to have billions of games dedicated to it, it's the world of comic books. You can buy the action figures and whack 'em about, but what you're really doing is playing with dolls, right? Every comic junkie has wanted to live the life without the embarrassment of comic conventions and sticky spandex costumes.

Never fear, faithful readers, your day is about to be saved. Using the *Tony Hawk's Pro Skater* engine, developer Neversoft is bringing Spider-Man to the PlayStation with style and grace. The environments here are free-roaming, with Spidey crawling all over the place. The coolest bit we've seen so far is the ability to hang from the ceiling, spin a line of web fluid onto a thug, and slam him hard against a wall.

Since Spidey isn't a violent hero, he does everything with his nonlethal web fluid. He can shoot web balls and even spin out web gloves for extra fighting damage.

Spidey's universe is also filled with plenty of familiar characters.



**POINT TAKEN** Scorpion's razor-sharp attack leaves Spidey smoking in the corner.



**GLASS CEILING** Ceilings turn to haze when you're crawling on them.

Friends and foes, like J. Jonah Jameson and Scorpion, pop up everywhere to flesh out the Marvel universe. When Neversoft finishes the rest of the levels, we're sure that Spider-Man will make this summer a happy, gooey place.

—Ed Lewis



**SPIDEY SENSE IS GOING OUT OF CONTROL** If you were running along rooftops and having missiles fired at you, you'd appreciate a radioactivity-induced danger alarm hardwired into your brain, now wouldn't you?

## SPIDEY SENSE

Predictions for the upcoming Spider-Man movie

Spider-Man is planned for a summer 2001 release from Columbia Pictures, with a script treatment by James "King of the World" Cameron. Production looks to get under way this summer. Sam "Evil Dead" Raimi was recently brought on as the director; if he gets his way with the movie, here's what we can expect.



### Motion shots:

In the *Evil Dead* movies, Sam Raimi honed his skill at showing stuff flying through the air. A memorable scene from *Evil Dead 2* shows an eyeball with trailing sinews fly through the air and land in a woman's mouth. Expect lots of webbing to shoot out at the camera.



### Introspection:

*A Simple Plan* proved that sometimes humans think too much. Instead of sitting pretty on a mountain of stolen cash, three guys end up killing each other for fear of betrayal. Spidey always was a pensive soul in the comics, so we're sure to see him to spend a lot of time hanging out and turning over his thoughts.



### Cheesy lines:

*The Quick and the Dead* may have been the biggest waste of Sharon Stone's talent, after *Sliver*, *Police Academy 4*, and *Action Jackson*. The few lines she managed to utter in *The Quick and the Dead* were tired Western clichés. Expect Spidey to say, "No one understands me/my pain/Robert Smith" at least once.

# I Dream of Lara

Lara's conquered the PlayStation; now it's the Dreamcast's turn.

■ SYSTEM Dreamcast ■ PUBLISHER Eidos Interactive ■ DEVELOPER Core Design ■ THEME Adventure ■ PLAYERS 1 ■ AVAILABLE March

## INSIGHT

- Q. Now, what's the story again?**  
**A. Lara must reimprison an Egyptian god, whom she accidentally set free, before all hell breaks loose. Trust us, it'll take you awhile.**
- Q. Will she be packing any heat?**  
**A. You bet. In addition to her trusty pistols, you'll find Uzis, shotguns, and a couple other destructive dandies. You can even combine weapons to create more powerful ones.**
- Q. So, will there finally be a Nude Raider code?**  
**A. Uh, no. Please stop asking this question.**

**N**ow that the Dreamcast is hitting full stride, Lara Croft has decided to take her voluptuous adventuresome self to more powerful pastures. You knew she would, so just give up and succumb to her.

If you were one of the many to play *Tomb Raider: The Last Revelation* on the PlayStation, then you know exactly what to expect in this latest incarnation: a lengthy supernatural Egyptian adventure full of twists and turns that will either leave you completely satisfied or convulsing in a corner after a major brain hemorrhage. If you don't have a clue as to what we're talking about, you probably spent November living in a tomb waiting to be discovered. Nice.

*The Last Revelation* is an exact port of its PlayStation cousin, including all 36 mind-numbingly huge levels, replete with traps, puzzles, and supernatural enemies; often-frustrating control; and a sparse but tension-inducing soundtrack. The only noticeable difference between the two versions is the graphics, which on the Dreamcast are simply stunning.



**PIPPY LONGSTOCKING 2K** Ah, to be young, footloose, and fancy-free.

Lara's lookin' cover-girl fresh, with skin so smooth you could eat off it. (Don't lie; you know you've fantasized about it.) Plus, the game's environments look extremely polished, featuring more intricate details throughout each level, better light sourcing, crystal-clear water effects, and other subtle yet noticeable touches.

If you're into sadomasochistic experiences, are a fan of the series, or were clairvoyant enough to hold out for a Dreamcast version, you'll be thrilled to know *The Last Revelation* is headed in the right direction. Besides, it has Lara Croft in it. What more could you want?

-Brett Rector



**RAID!** In addition to fending off hordes of supernatural enemies in *The Last Revelation*, Lara will have to blast some exceptionally big bugs.

## PS QUICK LOOK

### F1 2000

■ Racing ■ Electronic Arts ■ May

- 1 Mikka Häkkinen? Who?**

Ah, you prefer chunkier cars endlessly driven in circles by Jeff Gordon, I'll bet.

- 2 Yes! Jeff Gordon! I know him! Is he in *F1 2000*?**  
**No, although this is the first Formula 1 racing game with a track at Indy. A pit team even radios in to tell you black smoke belching from your engine is a bad thing.**

- 3 And what else?**

Advanced AI, V10 engine noise from real cars, engine telemetry readouts, Jumbotron screens, and many exciting additions to ensure *F1 2000* never joins the ranks of car-racing excrement like *Flag to Flag*.



**LAPPED UP** F1's finest drivers show us their increased polygonal motors.

## DC QUICK LOOK

### 4 Wheel Thunder

■ Racing ■ Midway Home Ent. ■ May 2000

- 1 Monster trucks? What's next, gun racks and beer?**  
**Hey, you don't have to be a redneck to enjoy playing in the mud. Besides, there are Buggies, Jeeps, and Quads (think raised Camaros with giant tires) in addition to the monster trucks.**

- 2 A driving tour of America's finest mud bogs?**  
**Hardly. You'll happily ruin the ecosystems of such exotic locales as Corsica, Greece, Jordan, Iceland, and many others. The outdoor tracks in particular are huge.**

- 3 How exciting could it be?**

This isn't your grandfather's Chevy pickup. These babies are nitro beasts that spend as much time airborne as they do kicking up dirt.



**BUMPER CARS** The driver AI is ruthless — just like a real-life morning commute.

# DIGGA PLEASE!

She handles the shotgun in **Tomb Raider** and **Resident Evil** like a pro, but how well does rapper **Rah Digga** swing a sword in **Maken X**? Paul Semel grabs his shield.

**A**t first it looks a lot like a sci-fi themed *Quake* with a sword. But while that may not sound like the most original idea on Earth, to rapper Rah Digga – who's now known for being part of the Flipmode Squad but will soon be just as known for her solo debut, *Dirty Harriet* – playing the game *Maken X* is a new experience. While she's a video game player from back in the days, Rah normally plays games like *Resident Evil* and *Tomb Raider*, where someone else does your dirty work.

She's also a die-hard PlayStation fan, so *Maken X* was also the first game she's played on Dreamcast. Not that you'd know that from watching her cut through her enemies like a card-carrying member of the Sword Wielders' Local 101, though you might if you saw how often she fell off the ramps to the level below.

**So, I take it by your smile you enjoyed this.**  
I didn't get to see a lot of it, but from everything I saw it was dope. I like games in which you have to figure things out. I like games with strategy to them, not just bloodshed, and this had that. And I'm sure it gets more intense as you go along.



**What did you think of the graphics and controls?**  
I really liked the art direction, the look of the characters and the backgrounds. As for the controls, I had to get used to them, since this was the first time I laid hands on a Dreamcast.

**Was there anything that really impressed you?**  
The speed. Some video games are slow in reacting, but this was more realistic, and you have to strike fast or you get killed.  
**Sounds like you really know your stuff. How long have you been into video games?**

Since I was little. I was an only child, which was very lonely, so I played a lot of video games and a lot of boardgames. I never owned an Atari 2600, though — my first system was the Atari 5200 with *Ms. Pac-Man*. But now I'm PlayStation for life; I don't care what other systems come out. And I've gone through six because I constantly break them. The worst one was the one that blew up in Italy. I used one of those power converters, but it didn't work.

**So, you take your PlayStation with you?**

Not this time. I left it at home because I knew that if I brought it with me I wouldn't have gotten any work done — or any sleep. But I usually bring it with me when I travel with the Flipmode Squad. They tend to exclude me from a lot of things, being a girl. They tend to go clubbing a lot; I just like hanging around.

**Do any of those guys play video games?**

Well, Turbo, who assists with our bags and stuff, he can hook a video game system up to any TV in any hotel. He can take a wire hanger and make the proper connection. **I understand that besides being a rapper and a gamer, you're also a mom.**

Yes, I have a three-year-old daughter named Sativa.

**That's an interesting name. Is she named after a video game character I've never heard of?**

No. Actually, her name was derived from hemp.

**Ah. And is she into video games yet?**

Yeah, she has a bunch of Elmo video games. She's a Sesame Street baby. But she also likes *Resident Evil* 3. She likes the mercenary segment after you finish the game; she's in love with Carlos.

**Your daughter is in love with a game character?**

Yeah. From the time I wake up until the time I go to bed, "I want to play Carlos." She's really into him.

**Sounds like she's as into that game as you are.**

Oh yeah, the *Resident Evil* and the *Tomb Raider* ones, those are my favorite games in the world. I like video games where you have to use your brain.

However, I do prefer the *Resident Evil* games over the *Tomb Raider* ones. There's more going on in *Resident Evil*. I just got

## STAR PROFILE

**Where you've heard of her:** The Flipmode Squad's *The Imperial* album; Busta Rhymes' *When Disaster Strikes*; her own solo album, *Dirty Harriet*



**Years as a gamer:**  
"Since I was little."

**Favorite video game:**

*Galaga*

**Systems owned:**

Atari 5200 and six PlayStation

**Games beaten:**

All the *Mortal Kombat* games, *Resident Evil* 1-3, *Tomb Raider* 1-3, *Final Fantasy* 7"

**Ever been in a sword fight?** "Um, no."



finished beating *Resident Evil* 3. I had been playing the new *Tomb Raider*, but I got a little bored with Lara, so I jumped into *Resident Evil* 3. But since I've pretty much worn that out, I'm going to give *The Last Revelation* another shot.

**With most of those games, you watch your character move. But in the game you just played, *Maken X*, you're seeing through your own eyes. How was that for you?**

Good. This one actually puts you on the

set. It makes you feel like you're actually doing the fighting instead of controlling someone else.

**Lastly, was there anything about *Maken X* that you didn't like?**

Well, the fact that I kept falling off the ledge [Laughs.] But it usually takes a day to master all the maneuvering.

I think if I spent a little more time with it, I'd probably be able to finish this game in a couple days. ☺

## Celebrity Verdict: Rah Digga

**GRAPHICS:** "The graphics are out of this world. I liked the art direction."



**SOUND:** "It sounds like you're actually fighting."



**CONTROL:** "The controls were quick; I really like the speed of this game."



**PROS:** "Knowing that I could never kick anyone's ass like this in real life, but in the actual game I was the s—."

**CONS:** "That I could barely make it past the first level."

## Maken X



### OVERALL

"It follows the mode of action and adventure games that I'm into playing."



## QUICK REVIEWS

**Global Assault**

■ PLATFORM PS ■ PUBLISHER EA  
■ PLAYERS 1-2 ■ GENRE Tank Battle



**NEAR MISS** The enemy, excited by your arrival, fires off a burst of joy.

Tank battle is an integral part of video gaming, and EA taps into this crucial element with *BattleTank: Global Assault*. You get to drive through walls, blow up buildings, rescue women in distress, and, oh yeah, fight some enemies. It's so simple, it can quickly suck you in for a few missions. Controls are easy: You'll be off and running before you know it. Then again, it's so simple that after playing for a while, you wonder how many tanks you have to kill before it's over. Good, quick entertainment, but nothing more. -EL

**Overall** ★★★

**Superbike 2000**

■ PLATFORM PS ■ PUBLISHER EA  
■ PLAYERS 1-2 ■ GENRE Racing



**KICK SOME PASS** Jostling for position in the corners is racing at its best.

If you've dreamed of clinging on to a 150hp Superbike, EA Sports has the ride. With bikes from Ducati, Honda, Suzuki, Kawasaki, Yamaha, and Aprilia; 20 real-life riders; and 13 tracks from the 1999 SBK Superbike World Championship season, *Superbike 2000* is the most authentic motorcycle game available. Bike setup offers adjustments for rake, trail, suspension, gear ratios, and tires. But upgrades are needed as the drab graphics are merely functional and the racing action lacks in over-the-top thrills. -RB

**Overall** ★★★

**NHL 2K**

Big men with sticks and shiny helmets finally hit the Dreamcast. Hard.

**FACT FILE**

■ DEVELOPER Black Box ■ PUBLISHER Sega ■ GENRE Hockey ■ PLAYERS 1-2 ■ RATING E

**GAME GLANCE**

- 28 Teams
- 800+ Player faces
- 100+ Goalie animations
- 3 Difficulty levels
- 3 Game-speed settings
- Old-time jerseys

**Try to act surprised: NHL 2K is the best-looking hockey game we've seen so far on a console. As with NFL and NBA 2K, it's pretty hard trying to go back to the PlayStation or Nintendo version of the sport after lacing up our Dreamcast skates.**

**F**orget what the Euros say about soccer; *NHL 2K* is The Beautiful Game. Ice sprays as players stop or carve a tight turn, and skate blades leave grooves in the reflective ice surface. Like in every other hockey title out there, the goalie's water bottle can be knocked off the top of the net, but in *NHL 2K* it'll spray water as it falls. How's that for keeping up with the Joneses?

Sega claims to have included more than 700 motion-captured moves and 100+ unique goalie animations, and the player models are amazingly realistic. Plus, as in PC hockey games, individual player faces are easily recognizable. Of



**WING MAN** Brendan Shanahan, box-art cover boy, drills a one-timer past Turek.

course, that can go either way: The ladies swoon for Lindros, but who wants to see Mark Ricci's ugly mug?

Gameplay is what really counts, though, and it's there that Black Box's title sometimes excels – and sometimes falls short. As in most hockey games, the defense isn't as good as it should be, so there are a lot of end-to-end rushes and not much action in the neutral zone. Most annoyingly, hitting the Switch Players button doesn't always put you in control of the guy closest to the puck, and sometimes your computer-controlled chums won't bother to go after that little black thing unless you make them.

Game speed and difficulty are adjustable. Set it on Fast and All-Star and you'll be OK, but once you know what you're doing the computer won't pose a threat.

The bottom line? Despite its faults, we'd much rather play this than *NHL 2000*.

-Demian Linn



**WEIGHT BEHIND YOU** Doug is a man on a mission as Calgary's defense scrambles.

**The Verdict****HOW THEY COMPARE****NHL 2K**

Looks amazing and is fun to play, but has a few annoying flaws and lacks some features. When's that sequel coming?

**NHL 2000 (PS)**

King of PlayStation hockey and loaded with features, but gameplay is too fast.

**NHL FACEOFF 2000 (PS)**

More of an arcade-style hockey game that won't satisfy everyone.

**NHL CHAMP. 2000 (PS)**

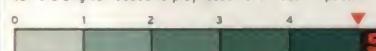
Fox's first hockey game looks great and has lots of moves, but is way too slow.

**NHL B.O.S. 2000 (NGA)**

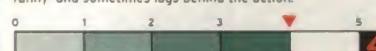
There are so many things wrong about this game, we're not sure where to start.

**GRAPHICS**

■ Looks unbelievable up close and in replays, but the far camera angles needed to play lessen the visual impact.

**SOUND**

■ Play-by-play from Bob Cole and Harry Neale is sometimes funny and sometimes lags behind the action.

**CONTROL**

■ Could use more moves, and line changes are a huge hassle. Player movement is amazingly fluid.

**NHL 2K**

**PROS:** Beautiful. Offensive AI is good – players usually break for the net and set up at the point. Easy to play.

**CONS:** Defense is often out of position; "switch players" doesn't always work; line changes. No icon passing.

**OVERALL**

The first next-generation hockey game needs a little more polish to be truly great.

**4**  
OUT OF 5



# Street Sk8er 2

All the tricks of skating with none of the pain and half the fun.

## FACT FILE

■ DEVELOPER EA ■ PUBLISHER EA ■ GENRE Fantasy skateboarding ■ PLAYERS 1-4 ■ RATING T

### GAME GLANCE

- 31 Tricks available to each skater
- 27 Powell skateboards to ride
- 20 Create a Park sections to use
- 5 Street courses
- 4 Vert parks
- 113-year-old skate punk named Connor

For all you extreme couch potatoes who won't risk your walking ability to master a 50-50 grind, *Street Sk8er 2* has got a quick fix for your desires.

**S**triking out into uncharted territory, Electronic Arts has made a fantasy skating game. Cartoonish skaters have moves that would make any physics major cringe in pain. *Street Sk8er 2* is indeed bigger than life and smaller than it should be.

It should really be called *Sk8er Tourist*, as the focus is more on exploring the massive levels than finding new tricks. Courses are timed, and you must score big points and reach the finish line to



**AIR SHORTY** Connor risks his tiny cranium for an insane deck move. Look out below.

be successful. All you really need to do is keep moving down the path, find fresh ramps to thrash, and use the same grab move for a high score.

The one true breath of fresh air is the Create a Park mode. Pack your own park on a memory card and you can share it with friends. It's good enough to make *Street Sk8er 2* worth a look, but not enough to make it stand out.

-Ed Lewis



**HE'S CRAFTY** Tomas gets ill on the mall's indoor half-pipe. Even at 40 feet in the air he makes it all look easy.



**FLY GIRL** Makayla gives the fuzz a run for their money on San Francisco's streets.

## The Verdict

### HOW THEY COMPARE

#### ■ TONY HAWK

Lord Hawk reigns supreme. You can't stop something this good.

#### ■ THRASHER

Not so flashy, but has an emphasis on learning new tricks and mastering them.

#### ■ STREET SK8ER 2

Average skating game that has all the right pieces in the wrong place. Breaks ground with the Create a Park mode.

#### ■ STREET SK8ER

With one jump button and one trick button, this was much too simple.

#### ■ 3EXTREME

Watch polyblots on boards skate down a hill. On second thought, forget it.

### GRAPHICS

■ Massive levels look great but slow the game down. Goofy tricks are all flash and no substance.



### SOUND

■ The announcer is a hyperactive ESPN2 reject. Lifeless sound effects. Even a great soundtrack can't save the day.



### CONTROL

■ It's possible to pull off different moves with the same buttons. Try to guess just what trick your skater will do next.



## Street Sk8er 2

**PROS:** Huge levels offer plenty of exploration; skaters have a variety of moves; killer soundtrack.

**CONS:** Moves look silly; levels focus on getting to the finish line with a big score rather than trying out new tricks.

### OVERALL

*Street Sk8er 2* almost puts it all together. But this is just a collection of the pieces. Worth an afternoon.

**3**  
OUT OF 5



## Religious Convictions

An industrial icon, Ministry is just one of the bands on the soundtrack of *Street Sk8er 2*. Paul Semel sat down and spoke with band mates Al Jourgensen and Paul Barker about the game, as well as their upcoming album as Revolting Cocks.

Your song "10/10" is in the new skateboard game *Street Sk8er 2*. Did you let them have that song because you were a fan of the first game?

**Paul:** Honestly, we'd never heard of the game before. The video game people asked permission to use that song, and our management set it up.

**Do you guys play video games?**

**Al:** I'm a really big hockey fan, so I'm always looking for new hockey games. I play a PlayStation at home and on the road. Have you guys loaned your songs to any other games?

**Paul:** We've had songs on a couple of others, but, to be honest, we don't know which ones.

**Are there any video games you wish you had done a song for?**

**Al:** I wouldn't mind a song on a hockey game. It would be great if there was a hard check and one of our songs came on. When you guys play games, do you actually listen to the music or do you turn it off?

**Paul:** That depends what is being played. If it sounds good, I listen. But if it sucks, well, I mute it!

You guys are currently working on a new album as Revolting Cocks, which is basically Ministry with guests. Is it a prerequisite for RevCo guests to be video game players?

**Paul:** No, no - they are musicians and that's what is important.

So what musicians will be on the new RevCo album?

**Paul:** That's a secret!

Ministry's latest album is called *Dark Side of the Spoon*; Revolting Cocks' new album will be out in August.

# ChuChu Rocket

Live the high life as a guidance counselor for aimless, amphetamine-addled mice.

## FACT FILE

■ DEVELOPER Sega ■ PUBLISHER Sega ■ GENRE Puzzle/Hyperstrategy ■ PLAYERS 1-4 ■ RATING Everyone

### GAME GLANCE

- 100 Puzzles
- 24 Multiplayer maps
- 8 Effects
- 2 Hidden mouse models

**For those who need a new arena to prove their lightning-fast thinking and reflexes, ChuChu Rocket will push you to the limit and kick you down in the dirt for good measure.**

When you take your first look at the four-player mayhem of *ChuChu Rocket*, you're bound to get a headache. Cats and mice are swirling all over the screen and players are frantically placing arrows on the ground, trying to guide the damn rodents into their rockets. Just when you get a handle on the situation, someone triggers Mouse Mania, and the floodgates let loose. Hordes of mice are unleashed on the tiny screen, and something in your head snaps.

No doubt about it, *ChuChu Rocket* is one of the most intense four-player games out there. The goal is to get the most mice into your rocket within the time limit.



**MANIAC MANSION** Get mouse mania and watch the screen explode with rodents.



**MOUSE TRAP** One wrong move and your mouse is a tasty cat treat.

Mice are simple creatures and will head in one direction until they hit a wall and turn right. Every player can place arrows on the ground to direct the mice along. Add in cats that can take out a third of your mouse reserves if they hit your rocket, and things get even trickier.

On top of the regular chaos, Sega has added different effects to the game when a special mouse runs into a rocket. Mice will flood, cats will run rampant, and rockets will switch places. It's impossible to handle, and that's what makes it so much fun.

Throw in four brilliant sets of puzzles for single-player mode and *ChuChu Rocket* will dominate your life. Get online and even more puzzles can be downloaded. If you want to test yourself and see what you're made of, this is for you. Just be careful: You might not be able to handle it.

-Ed Lewis



## The Verdict

### HOW THEY COMPARE

#### ■ CHUCHU ROCKET

Deep-thinking puzzler and frenetic four-player action. Absolute heaven.

#### ■ WORMS: ARMAGEDDON

Worm warfare at its finest. The best strategy game out there for DC.

#### ■ TEE OFF

Simple, cute golfing game that gets better with time and alcohol.

#### ■ CHEF'S LUV SHACK

Long loads and strange questions, but the minigames still get a good laugh.

#### ■ WETRIX

Oddball game about the difficulties of controlling puddles.

### GRAPHICS

■ Simple 3D cats and mice don't strain the Dreamcast, but seeing the cartoon insanity in motion makes it worthwhile.



### SOUND

■ Close your eyes and you'll swear you're in a Japanese arcade. It's all so superhypercute, yes? Ah, so desu ne!



### CONTROL

■ Master the analog control and you'll be a *ChuChu* guru. Use the sluggish direction-pad and your mice will run free.



## ChuChu Rocket

**PROS:** A huge variety of games, mind-bending puzzles, and a four-player mode that will make your head throb for weeks.

**CONS:** You'll need to think, and move, fast. Your coffee intake will triple.

### OVERALL

*ChuChu Rocket* looks simple, but it's incredibly addictive for any fan of puzzle and strategy games.

**5**

OUT OF 5

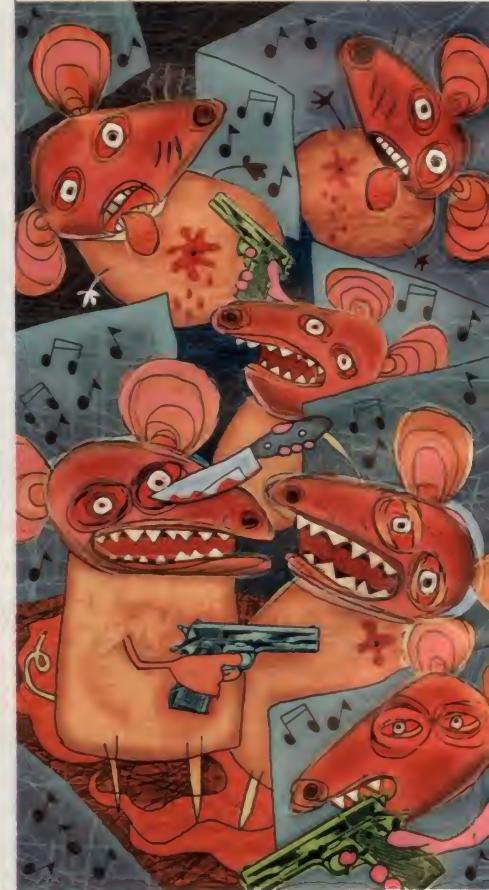


## Rock 'N' Roll Fever

Mice and hard rock don't mix.

A high school student in Virginia ran a classic mouse-in-the-maze experiment a couple years ago that had a slight twist. Mice were split into three groups and put through the same maze every day. For 10 hours a day, one group listened to classical music, another to rock 'n' roll, and the control group had silence. Over the course of three weeks the control group knocked five minutes off its time. The classical group did a little better, reducing its time by eight minutes. The rock 'n' roll group, however, added 20 minutes to its time, and the experiment had to be stopped because they started killing each other.

Illustration by Shawn Raeche



# Jeremy McGrath 2000

Want real supercross action? Well, play this until it's time to go to the stadium.

## FACT FILE

■ DEVELOPER Acclaim ■ PUBLISHER Acclaim ■ GENRE Racing ■ PLAYERS 1-4 ■ RATING E

### GAME GLANCE

- 4 Game modes
- 8 Pro riders
- 8 Stadium tracks
- 8 Outdoor tracks
- 2 Bike classes

**Rev up your engine, kick up some dirt, and catch some major air: It's time to bump and grind your way to an off-road championship.**

There are moments in supercross when a rider performs a seemingly impossible jump that manages to clear a series of dirt mounds in a single bound. There are moments in Jeremy McGrath Supercross 2000 just like that. Unfortunately, there are other moments when the game manages to eat it into the last rise instead.

Jeremy McGrath sports clear, crisp graphics that exhibit a high frame-rate, so the fast-paced action seems impressively smooth. But all this graphic prowess goes out the window in the multiplayer game.



**KISS MY MCGRATH** The computer AI in Jeremy McGrath is ruthless and has no qualms about knocking you off your line.

## The Verdict

### HOW THEY COMPARE

#### ■ EXCITEBIKE 64

Nintendo's racer isn't due until summer, but we're betting it's a winner.

#### ■ JEREMY MCGRATH 2000

With looks and controls that outshine current rivals, this game is a step in the right direction. But it's still flawed.

#### ■ SUPERCROSS 2000

EA Sports' game delivers all the features but not the essence of supercross.

#### ■ Extreme-G 2

Tired of playing in the dirt? Take to the street for supersonic cycle combat.

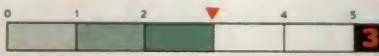
#### ■ ROAD RASH 64

There's something to be said for clubbing and kicking a rider off his bike.

## Jeremy McGrath Supercross 2000

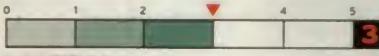
### GRAPHICS

■ Decent resolution, nice frame-rate, and attractive visuals, but in multiplayer action the graphics crash and burn.



### SOUND

■ Love or hate the thrash-rock soundtrack, but it fits the action. Sound effects are not particularly impressive.



### CONTROL

■ Separate control over the rear and front brakes is a major step forward, but the handling on dirt surfaces is unrealistic.



**PROS:** Fast, furious, competitive supercross action; Track Editor; separate front and rear brake controls.

**CONS:** Slow, plodding, unattractive multiplayer action; concrete dirt; tape down the accelerator control.

### OVERALL

A step in the right direction for the genre, but the thrill still doesn't shine through consistently.

**3**  
OUT OF 5



## QUICK REVIEWS

### ECW: Hardcore Revolution

■ PLATFORM DC ■ PUBLISHER Acclaim  
■ PLAYERS 1-4 ■ GENRE Wrestling



**AMISH PARADISE** Road Kill takes out his sexual frustrations on Tommy D.

Take WWF Attitude, replace Stone Cold with some guy named Awesome, throw in a little blood, and basically you have ECW. The game's wrestler creator can be quite entertaining, but you'll wince once you're forced to switch back from creating characters to actually having to wrestle. Poor collision detections, unnatural movements, and clunky holds plague what should have been an extreme introduction to the otherwise exciting league. -JR.

**Overall**

★★★

### Gauntlet Legends

■ PLATFORM PS ■ PUBLISHER Midway  
■ PLAYERS 1-2 ■ GENRE Action



**YELLOW FEVER** Blue warrior needs to get out of the maze and pee – badly.

The popular hack-and-slash arcade game gets ported to the PlayStation with a 3D facelift. Warriors still search for gold and potions, but this time there's also some business about runnes and obelisks. Don't worry, though, because the game's mostly about going on a rampage and chopping baddies to bits. Sadly, however, you'll be able to invite only one friend to get in on the action, as there's no four-player option. It's still good, messy fun that will provide a few afternoons of laughs; it just gets a bit tedious after a while. -EL

**Overall**

★★★

# Resident Evil: Code Veronica

Capcom opens up Umbrella terror in the biggest biohazard since Chernobyl.

## FACT FILE

■ DEVELOPER Capcom/Sega ■ PUBLISHER Capcom ■ GENRE Survival horror ■ PLAYERS 1 ■ RATING M

### GAME GLANCE

- 14 Hours to finish
- 2 Discs
- 5 Playable characters
- 1 Cross-dresser
- 2 Hidden games
- 1 Veronica

You're expecting a terror-filled, 14-hour frightfest with pants-soiling tension, all-new monsters, and a really anticlimactic ending, aren't you? Then you've come to the right Umbrella laboratory.

**C**ode Veronica beckons you from the moment you sit agape at the prerendered introduction with promises of the same gameplay you craved on the PlayStation. Instantly you're back in familiar territory, chowing down plants, blasting Iggy Pop look-alikes, and scampering through prison scenery — like you never left Raccoon City.

After a jaunt through the obligatory Victorian mansion, Claire dashes — Mulder style — to uncover the hideous truth in Antarctica. This weaving scenario involves a Canadian, an old friend, brother Chris, Umbrella-created twins, and some truly rugged Tyrant variants (including one that looks bounded



**BUCKED DOWN** Claire splatters three shots into the disgusting chest of a zombie.

and blindfolded by the same bondage aficionados *Soul Calibur's* Voldo visits).

Despite nagging doubts about franchise flogging, and the lack of dismemberment (no separating limbs for you!), there's far more tension, impressive environments, and secret subgames and weapons than in any other survival horror game. The *Evil* has landed.

—David Hodgson



**TWO FOR ONE** Mad gunman Steve rips out two u兹 to clear the Zombie-infested room.



**BLOW ME** One flame-grenade launcher. One disintegrated zombie. Claire kicks ass!



## Getting Evil in Your Residence

Did the doorbell ring during the *Jerry's Kids* marathon? Outsiders getting under your skin? Here are *incite's* tips to drive four types of pesky trespassers away.

**1 THE OUTFIT** — The right look can do wonders. Apply talc liberally, then don skintight leather head to toe, including gimp mask. (Remember to unzip the eye slits.) With a shotgun or machete, charge at the front door screaming cuss words and dribbling sputte.

**2 THE JEHOVAH'S WITNESS** — Prepare for *The Watchtower* peddlers by opening a window, cranking up the theme from *The Omen*, and lighting candles or foul-smelling incense (try patchouli). For those extra-persistent religious types, nail a lamb's heart to your front door.

**3 THE GIRL SCOUT** — A Hungry Man TV dinner, or a mixture of dough, skin flakes, and raisins? Dissuade Girl Scouts from selling their cookies by fashioning the decapitated head of Backstreet Boy Howie B from latex and papier mâché, and display it on your front lawn. On a stake.

**4 THE BOY AND HIS BALL** — Some tyke smashed your conservatory window with a football and is shimmying up your compound wall to retrieve it, is he? The outrage! Preempt this encroachment by placing grass-covered bear-traps along your wall perimeter.

**5 THE SALESMAN** — Force hawkers to peddle their wares elsewhere by haphazardly strewing your path with fake severed limbs, building a blood-red kennel, and shouting, "Sick 'em, Cujo!" when you hear the gate latch click. They can take that aluminum siding elsewhere.



**Golden Award**

## The Verdict

### HOW THEY COMPARE

#### ■ RE: CODE VERONICA

Zombies have never been so fleshy, locales so realistic, and action so tense. Big ups all round to the RE CV masterpiece!

#### ■ RE: 3 NEMESIS (PSX)

Lessons from RE2 learned; this is large, involving and terrifying all at once.

#### ■ RESIDENT EVIL (PSX)

The original, with more ominous creeping involved. Is that Chris' blood?

#### ■ R. IN THE DARK 3 (PSX)

Join a blocky man as he ambles around a spooky mansion. Classic gameplay.

#### ■ BLUE STINGER

Bad weirs, bad acting, and a bearded guy. For fans of the genre (and bearded guys).

## Resident Evil: Code Veronica

**GRAPHICS**  
■ Fan-frickin'-tastic. Superb atmospheric fog, animated enemies, and CG (except in the latter part of the game).



#### SOUND

■ Moans sound like those of an exhumed man. Music adds embolism-inducing tension. Terrible voice acting. Great stuff.



#### CONTROL

■ Try running toward the camera in a straight line or quickly picking up an herb without repositioning. You can't.



**PROS:** A huge excursion through many locations. B-movie voice acting, and graphically wondrous.

**CONS:** The same old "flick the switch" puzzles. B-movie voice acting, some control issues, anticlimactic end.

#### OVERALL

Both engrossing and gross from start to finish. This is the new definition of evil. Body-bag your copy now!

**5**  
OUT OF 5



# Medievil II

Rest in peace – hah! Can't a skeleton get a little eternal sleep around here?

## FACT FILE

■ DEVELOPER Sony ■ PUBLISHER Sony ■ GENRE Skeleton Action ■ PLAYERS 1 ■ RATING Everyone

### GAME GLANCE

- 18 Levels
- 17 Weapons
- 4 Playable versions of Dan
- 1 Mad professor
- 1 Egyptian babe
- 1 Annoying ghost

**Evil Lord Palethorn has cast an ancient spell to unleash an army of undead upon the world. You might say Sir Dan Fortesque has a bone to pick with him.**

If there ever were a game that could have been designed by film director Tim Burton, *Medievil II* is it. The creepy but fun title seems to have influences from everything from *The Nightmare Before Christmas* to *Frankenweenie*. Or maybe it's just the familial resemblance between *Nightmare*'s Jack Skellington and *Medievil*'s Sir Dan Fortesque. After all, how often does a skeleton get top billing?

Regardless, its *Medievil*'s unique persona that makes this



**BONE AGAIN** Prepare to hack! The good news: When you don't have muscles, you don't get tired from all that sword swinging.

## The Verdict

### HOW THEY COMPARE

#### ■ RESIDENT EVIL 3

The master of survival horror still reigns supreme with unequalled zombie thrills.

#### ■ LEGACY OF KAIN: SR

Vampires, Impalings, and soul devouring make for a winning combination.

#### ■ MEDIEVIL II

Good old-fashioned hack-and-slash game is a well-executed take on a familiar formula. Laughs and chills abound.

#### ■ RISING ZAN

Quirky game that gets mileage out of its strange cowboys and ninja storyline.

#### ■ NIGHTMARE GREAT.

One of the nightmarish creatures is apparently the shoddy gameplay.

### GRAPHICS

■ Nice environments make for one of the better-looking PlayStation games, but that doesn't mean it's pretty.



### SOUND

■ Standard stuff. Automatic point deductions for the annoying ghost buddy with the cheesy British accent.



### CONTROL

■ Marvelous balance between functionality and special moves, but the controls are a bit sensitive.



## Medievil II

**PROS:** Familiar but surprising gameplay; intricate and attractive levels; humorous personality.

**CONS:** Lack of control precision; infrequent save points; Casper's irritating English cousin.

### OVERALL

A strange and spooky adventure with a number of chuckles. It's greater than the sum of its parts.

**4**  
OUT OF 5



## QUICK REVIEWS

### Front Mission 3

■ PLATFORM PS ■ PUBLISHER Square EA  
■ PLAYERS 1 ■ GENRE Mech Combat/Strategy



**SPECTATOR SPORT** Mech moves are made via a chessboardlike grid.

A cerebral take on mechanized robot combat, this comes off as a turn-based *Armored Core*. Liberated of having to pilot your mech, you'll focus on acquiring upgrade options that allow you to turn your robot into the ultimate fighting machine – that is, if you can figure out whether giving up 10 damage points for a 50-pound weight saving makes any difference. A missing sister storyline keeps things interesting, and there's undeniable depth, but only an anal-retentive minority of gamers will truly enjoy it. –RB

**Overall**

★★★

### Colony Wars: Red Sun

■ PLATFORM PS ■ PUBLISHER Psygnosis  
■ PLAYERS 1 ■ GENRE Space Combat



**BLUE FIVE, STANDING BY** Aid your cargo mechs by reliving your *Wedge* fantasies.

As the ode to John Williams' *Star Wars* score crescendos, an intense dogfight over an ice planet is in full swing. Explosions wrack the slightly pixelly landscape, and a layer of developer-implemented fog obliterates the distance. Clomping mechs need your protection. This is just one of many similar missions in the new *Colony Wars*. It's entertaining and has spectacular explosions, so if you can continue the similar "chase and fight" dogfighting in high orbit *ad nauseum*, you'll be onto a winner. –DH

**Overall**

★★★

# Sword of the Berserk

It's not how big your sword is, it's how you use it. Yeah, right.

## FACT FILE

■ DEVELOPER ASCII/Yuke's ■ PUBLISHER Eidos Interactive ■ GENRE Blood-spurting, sword-slashing action ■ PLAYERS 1 ■ RATING Mature

### GAME GLANCE

- 3 Stages
- 13 Levels
- 3 Difficulty settings
- 6 Prizes
- 3 Secondary weapons
- 1 Big-ass sword

**Ever have one of those days when you feel like cutting everyone down to size? Welcome to Gatsu's life.**

**B**ucking the trend of games that try to be interactive movies, *Sword of the Berserk* is more a movie that tries to be a game.

The movie part of the equation is handled adeptly. The 3D story sequences are stunning, and you'll find yourself drawn into this dark, disturbing tale of medieval life. The voice acting hasn't been skimped on, so the storyline delivers a sense of drama rather than a procession of snickers. One minor irritation is a comic-relief elf called Puck, who leans more toward espresso-fueled fairy than pointy-eared Keebler



**GETTIN' MEDIEVAL** Blood spray has been increased 30 percent for the US game!

munchkin. We'll forgo the cheap name pun on this one in exchange for a good fly swatter.

But as engaging as Berserk is, gameplay seems almost an afterthought. There are repeated occasions when you'll sit through 20 minutes of movie sequences before you're treated to five minutes of hack-and-slash gameplay. Blood and guts is great, but for \$50 you'd like more than a day's worth of fun.

-Roger Burchill



**VIAGRA FALLS** Is that a mighty sword of retribution that you're carrying, or are you just happy to see me?



**CROWD CONTROL** For unruly mobs, the hand cannon comes in, well... handy.

## The Verdict

### HOW THEY COMPARE

#### ■ SOUL REAVER

Irate vampire impales his enemies and consumes their souls. Lunch, anyone?

#### ■ SHADOW MAN

Voodoo man battles serial killers. Practice your Jamaican mon.

#### ■ BERSERK

Tall, dark, and silent warrior lets 7-foot sword do the talking. Enough blood and gore to satisfy all meat eaters.

#### ■ ZOMBIE REVENGE

It's not easy being green. Chop, dice, and purée an army of the living dead.

#### ■ BLUE STINGER

If you have this Dreamcast launch title, you've already endured its painful sting.

### GRAPHICS

■ Convincing re-creations of medieval villages and castles serve as a compelling backdrop for the brutal gameplay.



### SOUND

■ Superb voice acting and rousing symphonic overtures lend an epic feel to the game. Sound effects are convincing.



### CONTROL

■ Simplistic to a fault, but what do you expect from a game that needs to address commands for only hack and slash?



## Sword of the Berserk

**PROS:** First rate graphics; compelling characters and storyline; bloodier than a vampires' smorgasbord.

**CONS:** More movie than game; simplistic and repetitive hack-and-slash action; that irritating little Puck.

### OVERALL

Instant gratification for your blood lust, but too short to truly satisfy your hunger.

**3**  
OUT OF 5



## Telling the Tale

*Berserk* is based on a 25-episode anime written by Kentaro Miura. Here's the rest of the story.



### Berserk

The anime chronicles Gatsu's rise in a mercenary band called the Hawks. After numerous battles and adventures, the Hawks are confronted by supernatural demon kings known as God Hand; they reveal that the Hawks' leader, Griffith, is destined to join them, and Griffith is ordered to kill his friends as a sacrificial offering. In the ensuing bloodbath, Gatsu is wounded and forced to watch the rape of his love, Casca. Brutal but compelling, there are no happy endings in *Berserk*.



### Sword of the Berserk: Guts' Rage

The game picks up the storyline where the anime left off. Gatsu now wanders the land seeking a cure for the traumatized Casca and revenge against the God Hand. When Gatsu enters a plague-ridden land, he is sidetracked as Baron Balzac recruits him to find the heart of a plant called Mandragora. The Mandragora plant causes a plague that transforms humans into grotesque monsters. Gatsu questions Balzac's intentions but accepts the quest in hopes of curing Casca.

# Eagle One

Float like butterfly, sting like a bee, take your Harrier to Hawaii, and set it free!

## FACT FILE

■ DEVELOPER Glass Ghost ■ PUBLISHER Infogrames ■ GENRE Shooter ■ PLAYERS 1-2 ■ RATING E

### GAME GLANCE

- 25 Missions
- 5 Occupied islands
- 5 Flyable aircraft
- 5 Weapon types

You can bomb our embassies, harass our troops, and burn our flag, but when you attack the heart of our tourism industry and the TV home of *Baywatch Hawaii*... well, there's only so much a superpower can take.

In what has to be the weirdest game premise in years, the action in *Eagle One: Harrier Attack* centers around a terrorist group called the Army of the New Millennium. Utilizing military weapons acquired on the black market, it seems the ANA has managed to occupy the Hawaiian islands.

But nothing pisses off Americans more than a sneak attack on their reserves of pristine beaches, hula dancers, and pineapples. Your job, should you choose to accept it (and you will; you're in the military), is to decimate the invading horde in your trusty Harrier Jump Jet. Don't bother complaining about the odds;

**Nothing pisses off Americans more than a sneak attack on their reserves of pristine beaches, hula dancers, and pineapples.**



**CHASE COMBAT** Enemy aircraft are smart and elusive. You earn every kill.



**ENEMY MINE** During ground missions, be wary of attacks from behind.

after all, the government's paying for your college education.

The nice surprise is that once the flying starts, you're treated to a very well done game. The control system is excellent and actually has a learning curve to master.

If there's one complaint, it's that *Eagle One* may be too hard for its own good. The upside: You're not going to blow through the game and be done with it — you'll need to earn your wings for this one.

—Roger Burchill



**FISH AND SHIPS** Missions range from rescues to ship-sinking duties.

## The Verdict

### HOW THEY COMPARE

#### Ace Combat 3

More dogfight-focused and prettier than *Eagle One*, but not necessarily better.

#### Eagle One

The hover abilities of the Harrier add a new dimension but the eccentric storyline is what makes it memorable.

#### Ace Combat 2

Action fans won't want to miss out on this bargain-basement special.

#### Army Men: Air Attack

"I love the smell of burnt plastic in the morning. It smells like... victory."

#### Agile Warrior

This game was officially banned by the Geneva convention for use as a weapon.

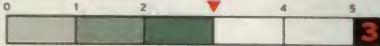
### GRAPHICS

■ Lack the resolution of *Ace Combat 3*, but there's a lot more detail in the enemy-packed environments.



### SOUND

■ Military music soundtrack works nicely, but the sound effects are generic rather than dynamic.



### CONTROL

■ Learning to seamlessly switch between Hover mode and standard flight is a challenge, and the key.



## Eagle One: Harrier Attack

**PROS:** Storyline has that Hawaiian punch; accurate and challenging flight model; mission variety.

**CONS:** The folks at the Alamo didn't have to face these odds: "Okay to hit the ground" gameplay.

### OVERALL

Making Hawaii safe again. The perfect complement to *Ace Combat 3* for hardcore flight-game freaks.

**4**  
OUT OF 5



## QUICK REVIEWS

### Mobil 1 Rally

■ PLATFORM PS ■ PUBLISHER EA  
■ PLAYERS 1-2 ■ GENRE Racing



**BLOCKADE** Benign competitors make a cameo in the obligatory Arcade mode.

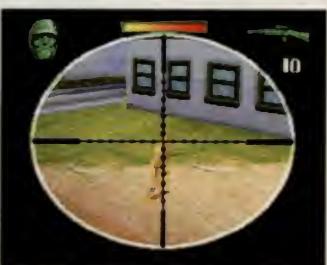
With the likes of *Colin McRae Rally* and now *Mobil 1*, rally simulation games have been making a strong showing lately. The only problem is that you can probably fit the entire legion of US hardcore rally fans in the trunk of a NASCAR stock car. But if you don't mind racing against the clock instead of against other cars, you'll enjoy discovering the different performance and handling attributes of more than 20 licensed cars as you race through 36 stages. If nothing else, it's a good excuse for a drive in the country. —RB

**Overall**



### AM: Sarge's Heroes

■ PLATFORM PS ■ PUBLISHER 3DO  
■ PLAYERS 1-2 ■ GENRE Action Shooter



**SPLITTING CROSSHAIRS** Eliminate enemies with one lethal sniper bullet.

Your average guy will tell you there's no such thing as a bad war movie. This steadfast rule apparently holds for war games as well, as *Army Men: Sarge's Heroes* is an action shooter that transcends the sum of its parts. The parts include workable but imprecise controls and enemy soldiers who possess the AI of someone with plastic brains. Sure, this game could have been better, but there's something intrinsically enjoyable about mutilating plastic soldiers with everything from machine guns to bazookas. —RB

**Overall**



# Sim Theme Park

This PlayStation version of the popular PC title needs some maintenance work.

## FACT FILE

■ DEVELOPER Bullfrog ■ PUBLISHER EA ■ GENRE Theme park simulator ■ PLAYERS 1 ■ RATING E

### GAME GLANCE

- 2 Modes: visitor and manager
- 4 Theme park worlds
- 5 Kinds of park workers
- 6 Varieties of park attraction
- 12 Cool roller coasters to build

**F**eeling sim-ed out yet? Well, if you're a console gamer, maybe not. But Electronic Arts is about to alleviate console owners' PC envy by releasing *Sim Theme Park* on the PlayStation.

**B**uilding and managing your very own Six Flags-size amusement park sounds like a childhood dream come true. Unfortunately, *Sim Theme Park* is a great concept that never quite lives up to expectations, and the graphically troubled PS version is worse off than its PC counterpart.

The game is passable in re-creating the managerial experience, starting you out with only a small number of features and forcing you to build up your collection of rides and attractions using a research staff. After you open your park and start coping with visitors, you keep track of your staff, your guest's needs, and money going in and out



**SPLASHDOWN** After painstaking construction, take a ride on your 'coaster.

of the coffers. Fortunately, the PC game's awesome first-person mode is included, letting you stroll through your park and ride the rides.

But the console has some limits, especially in the graphics department. Your personal Disneyland looks respectable in the overhead God view, but things take a turn for the worse in first-person. Up close, visitors look like refugees from a early-'80s Atari game. The controls add to your frustration, especially when trying to select a ride or person to check up on. The directional pad is unreliable when it comes to highlighting a particular object you want.

If you're simply dying to be a carnival mogul and don't want to go the PC route, EA's *Sim Theme Park* is a tolerable port. But hopefully the next attempt to bring a sim-type game to console will be a little less shoddy.

-Annette Cardwell



**BE OUR GUEST** Keep track of visitors' reactions through their thought balloons.

Your personal Disneyland looks respectable in the overhead God view, but things take a turn for the worse in first-person.

## The Verdict

### HOW THEY COMPARE

#### ■ SIMCITY 2000

This second installment of the series that started it all is tops in this category.

#### ■ RAILROAD TYCOON II

Step into the shoes of railway magnates of old for a little robber baron fun.

#### ■ SIM THEME PARK

Building a fantasy theme park isn't easy, especially with this game's glitches.

#### ■ THEME HOSPITAL

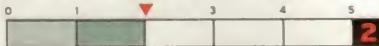
Called Sim Hospital on PC, this morbidly themed game isn't as fun as the others.

#### ■ POPULOUS: THE BEGINNING

This slow-moving PS version of the Bullfrog PC game gets tiresome quickly.

### GRAPHICS

■ While STP is colorful and creative visually, those heavily pixelated, low-res screens in first-person mode are painful.



### SOUND

■ The music is nothing special, the tutorial is a little heavy with its verbal advice, and sound effects get repetitive.



### CONTROL

■ Constructing track rides and selecting items with the PS controller is often time-consuming, clumsy, and tedious.



## Sim Theme Park

**PROS:** Engrossing management experience, colorful attractions, and the option to visit your park.

**CONS:** Low-res graphics, inaccurate and erratic controls, lame music and annoying sound effects.

### OVERALL

*Sim Theme Park* may be a cool concept, but poor graphics and controls derail this potential thrill ride.

**3**  
OUT OF 5



## Simulate This!

With the ever-increasing popularity of sim-prefixed games, the genre seems to be growing by the day. But who really cares about *Sim Ant* or *Sim Golf*? Here are some much more interesting sim titles we'd like to see.

### SIM SURF BUM:

You're a gnarly surfer dude whose only goal is to survive each day long enough to move on to the next perfect wave. Rip off wealthy beachfront homes, collect cans, and play your guitar for cash. Keep your board in good repair and you'll be able to ride the tides.

### SIM FAST FOOD:

Take on the thankless responsibilities of a fast-food-restaurant manager. Avert the PR disaster of a deep-fried rat in the Fryolator, defend yourself against angry Beanie Baby collectors when you run out of Happy Meal toys, and take out angry vegetarians and rainforest protectors.

### SIM SUPER MODEL:

Sure to be one of the most stressful sims ever: Make it to back-breaking photo sessions, fend off ogling admirers, weigh the pros and cons of breast implants, conduct mindless interviews about yourself, and make it to the bathroom before you actually digest a single meal.

### SIM GAME JOURNALIST:

Wake up to choose from a wardrobe of free gaming-company T-shirts. Become the best tchotchke whore, winning points for every cheap, free goodie, and spend the rest of your day being an opinionated geek, telling everyone why they suck at a game and how you'd play it better.

# Rock the Rink

EA's no-holds-barred NHL game should be named *Marty McSorley Hockey*.

## FACT FILE

■ DEVELOPER EA ■ PUBLISHER EA ■ GENRE Beer-league hockey ■ PLAYERS 1-8 ■ RATING E

### GAME GLANCE

- 28 NHL teams
- 8 Fantasy teams
- 13 Rinks
- 4 Songs by The Hanson Brothers
- 1 Championship belt
- Tons of team and player upgrades

**Forget about crosschecks, dipsy-doodles, and the spin-o-rama, and get ready to spend some quality time with the Leapfrog, Helicopter, Clothesline and Tornado. Rock the Rink is here, and hockey may never be the same.**

Finally, a game in which Eric Daze is the best player on the ice. Hockey purists will probably be as happy about *Rock the Rink* as they were about the Hartford Whalers moving south of the Mason-Dixon Line, but if you're still not quite sure what that whole blue line thing is all about, have we got a game for you.

*Rock the Rink* is like *NFL Blitz* or *NBA Jam* on ice: no rules and no refs, but plenty of big hits, big goals, and smack talk. It's three-on-three old-time hockey, but with all kinds of crazy moves, a soundtrack featuring The Hanson Brothers, and a buxom "puck girl" named Tia.

**It's three-on-three old-time hockey, but with all kinds of crazy moves, a soundtrack featuring The Hanson Brothers, and a buxom "puck girl" named Tia.**



**SLINKY FOR A SPINE** The goalie is laid-out but still manages to deflect a slap shot.

Gameplay isn't what you'd call extremely deep, but it is pretty damn fun, especially against a friend – or seven other friends in a round-robin tournament. And with loads of teams and power-ups to unlock in the single player game, including all 28 NHL teams, you'll still be playing it when Marty McSorley gets out of the sin bin sometime in October.

–Demian Linn



**WRECKING CREW** Two San Jose Sharks get clocked by one of the Cabbies.



**BROUHAAH** A guy named Hittenrun exchanges pleasantries with Konowalchuk.

## The Verdict

### HOW THEY COMPARE

#### ■ NFL BLITZ

Our favorite extreme sport, *Blitz* is the deepest nonsim we've ever played.

#### ■ NBA SHOWTIME

The pick of the over-the-top NBA games, *Showtime* looks great, plays great.

#### ■ ROCK THE RINK

Lots of fun against human competition and plenty of secrets to unlock; simple game play. Gets better with beer.

#### ■ NHL OPEN ICE

Two-on-two hockey goaffest. Good for its time, but outdated now.

#### ■ WAYNE GRETZKY 3D HOCKEY

Lady Bing Trophy winners and beat-em-up hockey don't really mix well.

### GRAPHICS

■ Colorful, with some decent special effects, but nothing amazing. Fights look like ones on the *Batman* TV show. Bif!



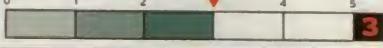
### SOUND

■ Usual miscellaneous grunting, with occasionally hilarious commentary. Music only in menu screens.



### CONTROL

■ Fast and fun, with lots of special moves, but not much subtlety. Old-fashioned dekes don't work too well.



## Rock the Rink

**PROS:** Easy to pick up and play; ideal for trash talking. Offensive AI great; defensive not so great.

**CONS:** With the catch-up AI off, the computer's a pushover; gameplay not the deepest; no replays.

### OVERALL

It's fun and it's hockey, two big pluses in our book. But hardcore hockey fans will get more out of *NHL 2000*.



★ ★ ★

## QUICK REVIEWS

### Rollcage Stage II

■ PLATFORM PS ■ PUBLISHER Psygnosis  
■ PLAYERS 1-2 ■ GENRE Futuristic racing



**SNEAKY DOES IT** Slip past your road hog opponents by riding the rails.

With tires the size of Andre the Giant, the cars in *Rollcage Stage II* can drive anywhere they want: around tunnels, up cliffs, and through buildings. Cram in a variety of psychedelic weapons and you get hi-tech racers that do serious damage. Going beyond a normal racing game, ATD put in 16 game modes to keep you occupied. The only thing missing is solid control. A misplaced high-speed boost will launch you into space. If you get the hang of it and keep playing, though, this is one game that'll keep you wanting more. –EL

### Overall

★★★★

### Speed Punks

■ PLATFORM PS ■ PUBLISHER Sony  
■ PLAYERS 1-4 ■ GENRE Cart Racing



**CRASH TEST** Can this Punk power-up to compete with the likes of *CTR*?

The name *Speed Punks* elicits visions of hooligans causing mayhem to support their amphetamine habits. Instead, this is another cart game in the vein of *Mario Kart* and *CTR*. True to formula, you'll speed around on 12 tracks picking up power-ups and sabotaging your opponents' race. Lacking the star power of its competitors, *Speed Punks* should be just another also-ran, but tight gameplay and speedy graphics pump up the horsepower. The game may be uninspired, but at the checkered flag, it's undeniably fun. –RB

### Overall

★★★★

# PlayStation Codes

It's a great month for PlayStation codes. Drive a silver car; watch a bee skate, and save the world in *Rainbow Six*.

## 40 Winks

Unlock your dream potential with these codes that bust 40 Winks wide open.

**Pause the game in the house hub and hold Select.**

**All Dreamkeys**

Circle, L1, L2, L1, L2.

**All Winks**

Left, Down, Right, Right, Right.

**Pause the game at any place and hold Select.**

**Full cogs**

Down, R2, L1, Up, R2.

**Reset lives**

L1, Up, Right, L2, Up.

**Reset moons**

Up, L2, Left, R2, Left.

**Reset Zzzs**

Right, L1, Up, R1, L1.

## Colin McRae Rally

Sony went nuts making codes for Colin. In what must be a gaming first, you can now drive as a wobbly green lump of gelatin. To get going, enter these codes in as your name.



**Unlock all tracks**

OPENROADS

**Unlock all cars**

SHOEBOXES

These codes are for Rally or Time Trial mode.

**Reversed tracks**

SKCART



**FLOATING SCOTSMAN** After spending his formative years in Tibet, Colin has the ability to lift a car with his thoughts.

**NIGHTRIDER**

**Nicky Grist drives**

BACKSEAT

**Driver on right side**

WHITEBUNNY

**Four-wheel steering**

TROLLEY

**Rear-wheel steering**

FORKLIFT

**Micro Machine mode**

DIDDYCARS

**Hovercraft mode**

HOVERCRAFT

**Fog mode**

PEASOUPER



**Metallic cars**

TINFOILED

**Green jelly car (wobbly)**

BLANCMANGE

**Wavy car (wobbly)**

MAGFLOAT

**Turbo mode**

MOREOOMP - Press Select during rally or time trial.

**Turbo jumps**

KITCAR - Press Select when the bottom bar in the center of the screen is green.

**Fast acceleration**

BUTTONBASH - Continually tap X, Circle to accelerate.

**Low gravity**

MOONWALK

**Customizable replay**

DIRECTORCUT - Start a game in Rally or Time Trial mode and wait after the race for the replay.

## High-pitched Nicky Grist

HELIUMNICK

**Faster frame-rate**

SILKYSMOOTH

**Disable collision detection**

GHOSTRIDER

## Frogger

Since people keep buying this game (don't ask us why), here are a couple from the vault:

## Infinite lives

Right, Square, Triangle, Square, Triangle, X.

## Access to all levels

Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

## Killer Loop

Mag race for fun and profit. Just when you're about to give up, try giving these unlock codes a go.

**At the main menu, hold Start and press:**

## H&K Class 2

Down, Left, Up, Left, Down, Right, Up, Left.

## H&K Class 4

Down, Right, Up, Left, Down, Left, Up, Right.

## Pulse Class 2

Up, Left, Up, Left, Down, Left, Up, Left.

## Pulse Class 3

Down, Left, Up, Left, Down, Right, Up, Right.

## Pulse Class 4

Down, Left, Up, Right, Down, Right, Up, Left.

## Reac Class 1

Down, Left, Up, Right, Down, Left, Up, Right.

## Need For Speed: V-Rally 2

Why bother doing all those silly races and dealing with nasty competition when you can skip right to the end?



## All cars and trophies

At the game progress screen, press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X + Select. If you entered the code correctly you will hear a sound. Then highlight an empty square and press X to unlock the corresponding car and trophy.

## Faster acceleration

Enter "LDN" as a driver name.

## Higher jumps

Enter "\_FLY\_" as a driver name.

## Rainbow Six

Antiterrorism gets a code boost. Get some cheats behind you and saving the world has never been so easy.

To enter the codes, pause the game, hold L1, and enter these codes. Except for the weapons codes, you can also enter them at the main menu.

## Unlock all doors

Triangle, Square, Square, Triangle, X, Circle, Square, Triangle.

## All maps

X, Circle, Square, Triangle, Triangle, Circle, X.

## Full health for entire team

Triangle, Triangle, X, Circle, Circle, X, Square, Square.

## Hostages cannot be killed

Circle, Circle, Square, Triangle, X, Triangle, X, Circle.

## Extra ammunition

Square, Square, Circle, Triangle, X, Triangle, X, Triangle.

## All secondary pistols

X, Triangle, Square, Circle, Square, X, Triangle, Square.

## No terrorists

Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle.

## Supermen mode

X, Square, Triangle, Triangle, Circle, Square, X, X.

## Free-for-all mode

Circle, Triangle, Triangle, X, Circle, Square, X, Triangle.

## View ending sequence

Square, Triangle, Square, Square, Circle, Circle, X, Triangle.

## Rock the Rink

This game is loud and out of control. For some extra fighting chaos, try out the last code - you'll get some extra time to fight after you score a goal.

## Bonus mode moves not in bonus mode

IAMWEAK

## Rewards-all sound effects

NO\_CHANGE

## All boards

POWER\_SLAM

## Unlock six NHL teams

BAILEY

## Longer goal celebration

Pause anywhere in front end. Right, Right, Up, Down, Left, Square, Square, Circle.

## SPYRO 2

Even Spyro isn't immune to the Big Head code. Pause the game to enter these codes.

## All abilities

Circle(4), Square.

Big Head mode

Up(4), RI(4), Circle.

## Flat mode

Left, Right, Left, Right, L2, R2, L2, R2, Square.



## Turn red

Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Circle.

## Turn blue

Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, X.

## Turn pink

Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Square.

## Turn green

Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Triangles.

## Turn yellow

Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Up.

## Turn black

Up, Right, Down, Left, Up, Square, R1, R2, L1, L2, Up, Left, Down, Right, Up, Down.

## View credits

Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.



# Dreamcast Codes

The Big Head code can't be stopped on the Dreamcast. Watch in horror as more athletes expand their minds.

## The Smurfs

Okay, admit it: You went out the first day and bought the Smurfs game. Now go ahead and skip to the end — you deserve it.



## Level select

Start a new game and select the It's No Picnic mode. Press X and wait for the FMV sequence to complete. Then, press L1, Up, Up, Down, Up, Left, Left, Up, R2.

## Thrasher: Skate and Destroy

Buzz around as a big fat bee on a skateboard and get some new decks to grind. If you're feeling particularly unskilled, go ahead



and use the incredibly cheap Big Points code.

## Bumblebee suit skater

Select Roach without a hat and enter "BEESUITGUY" as a name to get a skater with super stats that can execute huge ollies and 540s.

## Snowman board

Select Axl as a character and enter "ZAXIS" as a name.

## Copenhagen board

Select Cyrus as a character and enter "MARDUK" as a name.

## Rockstar board

Select any character and enter "ROCKSTAR" as a name.

## Big Points

Pause the game at any time during a timed run and hold L1 + L2 + R1 + R2. Press Circle to increase your score 5,000 points at a time.

## Bonus moves

The following moves are awarded after the game is completed with the indicated character:

**Axl:** Darkslide

**Kalhi:** Kickflip Casper

**Cyrus:** Impossible

**Roach:** Double Kickflip

**Scab:** DDP

**Jasmine:** Airwalk



**BEATDOWN OF THE NERDS** Programmer Jason Carr gets his dome rocked by professional player/fighter Shayne Corson.

## Fighting Force 2

Kick, punch — it's all in the mind. If you play this, I'm sure you'll find the codes I give ya are sure to help ya.

## Level select

At the "Press Start" screen, press Left, Up, X, Up, Right, Y. If you entered the code correctly, the screen will flash. Then, start a new game and a list of levels to choose

from will appear.

## Fireworks

Successfully complete the game, then enter the options screen and watch the fireworks explode. Party.

## NHL 2K

The ever-popular Big Head code is back. There's something about sports games and megacraniums



that makes them go together. Plug a controller into port D, hold both shoulder buttons down, enter one of these codes and see the madness.

## Black Box Teams

### BBX

### Big Heads

### BABY

If you enter the secret code for Black Box at the beginning, a Black Box Games movie plays. Also, if you enter one of the Black Box names (the people in the back of the manual) in the Create Player screen and put them on a team, their portrait and face will also load.



little easier, one step at a time. At the Soul Fighter logo, press Left + Y. Enter the options menu, then exit. If done correctly, the next screen that appears will be the cheat code screen. Then, enter one of the following codes to activate the corresponding cheat function:

**Extra health** ABXXYA

**All weapons** XAAAYBB

**Level 2** AABXYA

**Level 3** XAYABA

**Level 4** YYBAXA

**Level 5** BABXXY

**Level 6** XAXYY

**Level 7** ABXBYB

**Level 8** YBAXBY

**Level 9** BYAAXB

**Level 10** XABBAX

**Level 11** YBYXAB

**Level 12** XBAXBY

# Nintendo Codes

Get behind the wheel of a souped-up golf cart, lose your vision, and plan your worm attack.

## Ridge Racer 64

Break on through to the other side and get a golf cart for your efforts.

## Caddy Car

To get the superstar Caddy Car, start a normal game and play a Grand Prix race. Right at the start, turn around and drive into the

brick wall until you pass through it. Win this reversed race to unlock the ultrafast Caddy Car.

## Motion Blur

During replays you can toggle a motion-blur effect on or off by pressing the Left C button.



**LIL' MEAN GREEN** Get behind the wheel of this electric bad boy and watch your competition eat your dust.

# Worms Armageddon

Not just for N64, this section is for all systems. For all you worm-warfare fanatics, here's what you have to look forward to. Complete the following goals to unlock the corresponding feature, which may be enabled at the weapons or game options screen:

## Result

- | Result                        | Goal  |
|-------------------------------|---|
| 1. Worms bleed when shot      | Earn gold medal in Basic Training mode              |
| 2. Aqua sheep                 | Earn gold medal in Super Sheep Racing Training mode |
| 3. Longbow power-up           | Earn gold medal in Euthanasia Training mode         |
| 4. Shotgun power-up           | Earn gold medal in Rifle Range Training mode        |
| 5. Grenade power-up           | Earn gold medal in Artillery Range Training mode    |
| 6. All weapon crates          |   |
| have sheep                    | Earn gold medal in Crazy Crates Training mode       |
| 7. Invincibility              | Earn an Elite rank in Deathmatch mode               |
| 8. Laser sight                | Complete mission 4                                  |
| 9. Jetpack                    | Complete mission 8                                  |
| 10. Fast walk                 | Complete mission 13                                 |
| 11. Invisibility in net games | Complete mission 16                                 |
| 12. Low gravity               | Complete mission 20                                 |
| 13. Indestructible landscape  | Complete mission 25                                 |
| 14. Super Banana              |   |
| Bomb power-up                 | Complete mission 33                                 |
| 15. Full Wormage game options | Gold medal and Elite rank in all                    |



# GameShark Codes

The latest and greatest GameShark codes, brought to you by Interact Accessories.

## Nintendo 64

### Donkey Kong 64

Yep, that there's a flyin' monkey. I like monkeys a lot, and when you can improve upon just the basic monkey things get even better. So take this here code, slap it into your GameShark, and fly your own damn monkey, pal.

D0014DC5 0020

813D95A0 5000

All you need to do now to pilot your own simian on DK Isle is to jump in the air and press the [L] button. It'll take some time getting a feel for the control, but soon you'll be having your own airshow.

-CodeBoy

### ENABLE CODE - MUST BE ON

F1000204 27BD

F1000206 FFE4

F1000208 AFA8

F100020A 0014

F100020C AFA9

F100020E 0018

F1000210 3C1A

F1000212 A05F

F1000214 375A

F1000216 AE00

F1000218 3C08

F100021A A07C

F100021C 3508

F100021E 5C00

F1000220 241B

F1000222 0040

F1000224 8D09

F1000226 0000

F1000228 237B

F100022A FFFF

F100022C AF49

F100022E 0000

F1000230 2108

F1000232 0004

F1000234 1F60

F1000236 FFFB

F1000238 235A

F100023A 0004

F100023C 8FA9

F100023E 0018

F1000240 8FAB

F1000242 0014

F1000244 27BD

F1000246 001C

F1000248 3C1A

F100024A A05F

F100024C 375A

F100024E AE00

F1000250 0340

F1000252 0008

F1000254 0000

F1000256 0000

81000204 3C1A

81000206 A05F

81000208 375A

8100020A AE00

8100020C 0340

8100020E 0008

81000210 0000

81000212 0000

**INF. AMMO**

807FCC41 0096

**INF. ORANGES**

807FCC45 0096

**INF. HEALTH**

817FCC4C 041F

**EXTRA GOLD**

**BANANAS**

807FC992 0002

**PLAY AS RHINO (DO NOT PAUSE)**

8074E77C 0006

**PLAY AS PARROT (DO NOT PAUSE)**

8074E77C 0008

### Mario Party 2

#### Infinite Coins - Main Menu

F10ADD802400

810F8CD2FFFF

### Resident Evil 2

#### Enable Code (Must Be On)

F10004F0 2400

F10004F4 2400

#### Infinite Health

810E1322 00C8

#### Rapid Fire Press [R] + [A]

D1014FA4 8010

810E1318 0800

#### Enable 4th Survivor Mode

800E10EF 0048

#### Enable Tofu Survivor Mode

800E10EF 0049

#### Biohazard 2 Mode

D00E10EF 0040

800E10EF 0000

#### Start on 2nd Scenario From New Game

800e110c 0040

#### 0 Saves Registered

810EBB50 0000

#### Save Anywhere Press [Z] + [B]

D1014FA4 6000

810E8928 8007

D1014FA4 6000

810E892A 4110

#### Access Chest Anywhere Press [L] + [Start]

D1014FA4 1020

8012BFAB 0001

#### Access Map Anywhere Press [L] + [Z] + [Start]

D1014FA4 3020

8012BFAB 0003

#### Magnum in Crate

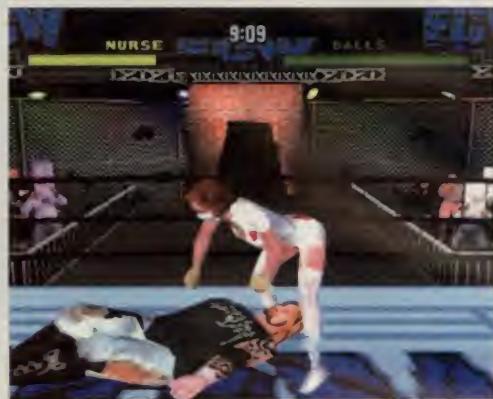
810E8EF4 05FE

#### Custom Magnum in Crate

810E8EF8 06FE

#### Shotgun in Crate

## ECW Hardcore Revolution



### Infinite Creation Points

8015DD53 0000

### Player 1 Play As

Cyrus

80122773 000D

Mack Daddy

80122773 000F

Gertner

80122773 0015

Jeff Jones

80122773 0019

Beulah

80122773 001C

Mad Goat

80122773 001D

Nurse

80122773 001F

Tommy Rich

80122773 0022

Santoro

80122773 0025

Sound Guy

80122773 0027

The Sheik

80122773 0028

Skull

80122773 0029

H Slash

80122773 002A

Louie

80122773 002E

J Styles

80122773 0030

Taz

80122773 0032

Trainer

80122773 0033

Excel

80122773 0036

### Ridge Racer 64

#### Enable All Cars

8102F19C FFFF

8102F19E FFFF

#### Infinite Time

811269CA 0700

#### Always Place 1st

81056444 0001

#### All Tracks And All Trophies

81043530 FFFF

81043532 FFFF

81043534 FFFF

81043536 FFFF

### Tarzan (N64)

#### Enable Code (Must Be On)

F1044F60 2400

#### Infinite Lives

800DD252 0009

#### Infinite Health

811921C0 0120

#### Infinite Coins

810DD230 0088

## gameshark.com

More than a code site, but damn, they have a lot of codes!

Class, let's go over what we've learned: GameShark allows you to beat massive amounts of ass in your videogames. GameShark gives you powers you'll never find anywhere else. No matter how bad you think you are, GameShark is badder....Or is it more badder? Whatever. The point is, it makes you a better person.

Today, class, we're going to be talking about gameshark.com. We'll start off by telling you, these guys are some pretty whacked-out bastards. You kind of get a different slant on things over there. Going into the site, you know you'll be getting the latest and best GameShark codes for all systems. You may not know, however, that gameshark.com is a hell of a lot more than just GameShark codes. The site has recently been completely redesigned to incorporate a lot more content for the hardcore gamers out there. This would

directly translate to News, Editorials, Strategy, Walkthroughs, Cheats, Discussion Boards and lots of freakin' GameShark codes. The gameshark.com crew is working their tight little buns off to add more content every day.

What we're saying here is pretty simple: If you like videogames, and you must be some kinda wacko for reading this magazine if you don't, go log on to www.gameshark.com, now. If you don't happen to have Internet access, buy a computer and sign on with a local Internet service provider (ISP), then log on to gameshark.com.

The rest of the information on these pages is GameShark codes. You'll notice these codes give you some rather nifty powers. Check into a GameShark, if you don't already have one, and enjoy.

**PlayStation**

**Brunswick Circuit**  
Pro Bowling  
**Max Accuracy**  
80132A54 0006  
**Max Power**  
80132A68 0006  
**Max Spin**  
80132A7C 0006

**Colin McRae Rally**  
**Stop Lap Timer/Always Win**  
D007B414 0788  
800C6548 0000  
**Infinite Repair/Setup Time**  
D0075648 0714  
800C64A4 003C  
**Unlock All Tracks, Cars, & Difficulties**  
80010098 FFFF



**CTR**  
**Unlock Everything**  
50000302 0000  
8008E6C FFFF  
**Complete Adventure Mode Quickly**  
50000A02 0000  
8008F8A2 FFFF

**Dia Hard Trilogy**  
**Infinite Health**  
D0081E84 006D  
800FA284 01F4  
D0081E84 0067  
800FA870 01F4  
D0081E84 007B  
8010IC94 01F4  
**Infinite Time Driving Mode**  
D0081E84 006D  
800FC038 647C  
**Infinite Nitros Driving Mode**  
D0081E84 006D  
800FA290 1388



**FEEL THE BURN** John McClane gets pumped on some GameShark and can shrug off a point blank shotgun blast.

**Disney's Tarzan**

**99 Coins**  
80059D6C 0063  
**Infinite Lives**  
30059D6A 0005  
**Tarzan and Sketch**  
80059D3C 7F0F  
**Always Have Weapon**  
800A5218 0010  
**Have All Levels/Movies**  
500000D02 0000  
30059D73 00FF  
**Have All Levels 100% Complete**  
500000D02 0000  
30059D74 0064

**Fatal Fury Wild Ambition**

**Infinite Health P1**  
800ACE9A 0170  
**Infinite Health P2**  
800AE6BA 0170  
**One Fight to Beat Game**  
300AC03B 0008  
**CPU Easy to Beat**  
800AC068 0000  
**Unlock All Movies**  
800AC130 FFFF  
800AC132 00FF  
**Unlock All Extras**  
800AC134 FFFF  
**Unlock All Characters**  
800AC12A FFFF  
**P1 Only 1 Match To Win**  
800ACE98 0002  
**Infinite Max Power P1**  
800ACECC 0030  
**P2 Only 1 Match To Win**  
800AE688 0002  
**Infinite Max Power P2**  
800AE6EC 0030

**Fear Effect**

**Infinite Ammo**  
80077810 0001  
**Infinite Health**  
80077810 0002  
**Infinite Health/Ammo**  
80077810 0003  
**1-Hit Death (Firearms)**  
80077810 0004  
**x2 Ammo**  
80077810 0008  
**Inf.Ammo/Health/1-Hit Death**

**80077810 0007**

**Inf. Health/1-Hit Death/x2Ammo**  
80077810 000E

**Hydro Thunder**

**Aiways Place 1st**  
8009DD58 0001  
**Unlock All Tracks And Boats**  
800A223C 0000  
800A223E 0000  
800A2240 0000  
800A2242 0000  
800A2244 0000  
800A2246 0000  
800A2248 0000

**Lego Racers**

**Time Is 0:00:00-**  
800B025E 2400  
**Unlock Everything**  
D0068780 4003  
8016ACE8 FFFF  
**Maintain Speed Off Track**  
3006BB08 0001  
**Rocket Cars**  
3006BB08 0002  
**Pickups Are Maximum**  
3006BB08 0080  
**Maintain Speed/Rocket Cars**  
3006BB08 0003  
**Maintain Speed/Rocket**  
**Cars/Pickups Maximum**  
3006BB08 0083  
**Turbo Mode**  
3006BB09 0001  
**All Cheats**  
8006BB08 OFFF

**Marvel vs. Capcom Clash Of The Superheroes**

**P1 Infinite Health**  
8007C124 0090  
**P1 1 Hit Kill**  
D007C124 0090  
8007C1240001  
**P1 Instant Death**  
8007C124 0000  
**P2 Infinite Health**  
8007C534 0090  
**P2 1 Hit Kill**  
D007C534 0090  
8007C5340001  
**P2 Instant Death**  
8007C534 0000  
**Infinite Round Timer**  
8007B8326363  
**P1 Infinite Hyper Combo Gauge**  
8007C126 0090  
**P2 Infinite Hyper Combo Gauge**  
8007C536 0090  
**P1 Hyper Combo Level 3**  
8007C128 0003  
**P2 Hyper Combo Level 3**  
8007C538 0003  
**Unlock Everything**  
50000302 0000  
8007B72C FFFF  
**P1 Partner Infinite Health**  
8007C984 0090  
**P1 Partner 1 Hit Kill**  
D007C984 0090  
8007C9840001

**P2 Partner Infinite Health**

**P2 Partner 1 Hit Kill**  
D007CD8C 0090  
8007CD8C0001

**P1 Infinite Special Partner Attacks**

8007C17A0005  
**P2 Infinite Special Partner Attacks**

**P1 Max Wins**

8007B89603E7  
**P2 Max Wins**

**Start on Last Stage**

E0078888 0000  
300788880007

**P1 Infinite Duo Team Attack**

D007B88620230

**P2 Infinite Wolverine Berserk Mode**

8007C22201FF  
**P2 Infinite Duo Team Attack**

D007B88640230  
8007B88640240

**P1 Infinite Wolverine Berserk Mode**

8007C63201FF  
**P1 Infinite Time for Mega Man Specials**

8007C2360010  
**P2 Infinite Time for Mega Man Specials**

**8007C6460010**

**Enter EX Mode at Main Menu (L1/R1>Select)**  
D00288080C01  
800786E80108

**Road Rash: Jailbreak**

**Infinite Health**  
800D5766 5A5A  
**Infinite Bike Damage**  
800D577C 4040  
**Infinite Nitro**  
300D81EC 000A  
**Always Win According to Stats Screen**  
800D577E 016E  
**Stop Timer**  
800D5D48 0000  
**Have All Weapons on Pickup of First Weapon**  
800D81E4 FFFF  
800D81E6 FFFF

**Supercross 2000**

**Start on Last Lap/Always First**  
E00A1FAA 0000  
300A1FAA 0004  
**Max Season Points**  
800FCA24 FFFF  
Time is 0:00:00  
8009DFC89CA6  
8009DFCA 0001  
Enable All Cheats  
800A1AC0 FFFF  
800A1AC2 FFFF

**NASCAR Rumble****NASCAR Rumble**

**Enable All Difficulty Levels**  
300B7135 0002  
**Enable Normal Tracks, Locales & Legend Drivers**  
300B7135 0001  
**Enable Jet Car**  
300B7152 0001  
**Enable Tow Truck**  
300B7153 0001  
**Enable Chicken Truck**  
300B7154 0001  
**Enable RV**  
300B7155 0001  
**Enable Golf Cart**  
300B7156 0001  
**Enable Hot Rod**  
300B7157 0001  
**Enable Road Captain**  
300B7158 0001

# War Games

Gabe Logan is back for more action in *Syphon Filter 2*, and this time he has a little help from his friend Lian Xing. We cover the major areas of the game, giving you completely detailed maps to the game's most treacherous areas, and tell you how to survive some sticky situations.

by Brett Rector

## Silent and Deadly

Being a secret agent requires you to move without detection, see without sight, and kill with a single bullet. Before entering the combat zone, get familiar with these battle techniques guaranteed to keep you alive.

**Stealth Mode:** Press X to sneak by, up to, and around unsuspecting soldiers without detection.

**X-Ray Vision:** To peek around corners and doorways without being seen,

simply place your character so he or she is facing parallel to the surface you want to look around, and gently rotate the analog stick or D-pad left or right. You can also see your surroundings while hanging from a ledge or other precarious surface by pressing and holding L1, and rotating the analog stick or D-pad in any direction.

**Shimmy Move:** To shimmy across the ledge of a building or other precarious surface, face your character away from

your intended direction and slowly walk backward until you start to fall, then press and hold Triangle.

**One-Shot kill:** Press L1 to toggle your gun's crosshairs, then gently move the analog stick or D-pad to line up your target's head and blast. Practice this technique whenever you can because there are a number of enemies, such as soldiers and Agency operatives wearing flak jackets, who can be taken down only with a precise hit.

## MISSION ONE:

# Rocky Mountains

**Operative:** Gabe Logan **Weapon of choice:** M-16

### OBJECTIVES

- Find Chance and the transponder locator
- Reach high ground to get fix on transponder signal
- Recover C4
- Clear cave-in
- Take out snipers
- Reach highway

and circle around the first sniper while your buddies cover you by laying down suppressing fire. Hop up on the ledge and target

the sniper with a head shot before he realizes you're there. Then pick up his weapon and shoot the second sniper from that vantage point.



**ALL CLEAR** Before setting the transponder signal, eliminate all enemies in the vicinity.



### Eyes Only

- A.** Use the flares as guides to locate entrances and other items, such as weapons and body armor.  
**B.** Snipers: You can kill the snipers only with head shots. Quickly run toward your right

**MISSION TWO:**

# Colorado: McKenzie Airbase

Operative: Gabe Logan Weapon of choice: M-16

**OBJECTIVES**

- Find adrenaline booster
- Get combat gear
- Escape holding facility

**Eyes Only**

- A.** Sneak underneath the window to get past the guard safely and complete Objective 2.  
**B.** Use your hand taser to incapacitate the guards while escaping the compound. Otherwise, you'll

be detected.

- C.** The exit door is timed, so you'll need to boogie out of the guard room and through both

exit doors before they close. Once you're through the second door, take cover in a doorway to avoid detection.



**LET ME SCRATCH THAT ITCH** Avoid alerting the base to your position by using your taser.

**MISSION THREE:**

# Colorado: Interstate 70

Operative: Gabe Logan Weapon of choice: M-16

**OBJECTIVES**

- Obtain weapons
- Use grenade to cut channel

**Eyes Only**

- A.** Hide in front of the first truck and wait for the guards to pass before proceeding. Do not attempt to take the guards out with your knife.  
**B.** To obtain your weapons, approach the second truck from the left side, then sneak up behind the soldier and slice him with your knife. Face the open end to get the goods.  
**C.** When using the flamethrower,

point it up and sweep in an arc across the tunnel to take out the guys in the flak jackets. To take care of the guys that run up behind you, swing the flamethrower to your right. Otherwise you'll kill Chance, which would be very bad.  
**D.** Don't shoot the guards outright on the first section of the bridge. Sneak past them.  
**E.** To obtain grenades to cut the power, wait until Chance steps into the open to distract the guards, then sneak

around the right side of the supply truck. After securing the weapon, walk back around the truck and shoot the soldiers who are detaining Chance, then complete Objective 2.



**BURNT TO A CRISP** Even the best flak jacket in the world can't save 'em from fire.



**MISSION FOUR:**

# Colorado: I-70 Mountain Bridge

**Operative: Gabe Logan** **Weapon of choice: Silenced sniper rifle****OBJECTIVES**

1. Find silenced weapon
2. Quietly eliminate commander
3. Disarm four C4 charges
4. Rescue captured GIs

**Eyes Only**

- A.** To get to the

silenced rifle, sneak to either side of the bridge, drop off and hang from the side. Now shimmy over to the second truck and lift Gabe up when you're out of the patrolling

soldiers' sights.  
**B.** To eliminate the commander, sneak alongside the truck next to him and the other officer. Line up the commander and officer with your silenced rifle, and

take them both out with a double kill.  
**C.** Don't blindly rush the soldiers detaining the captured GIs. If they see you they'll open fire on the hostages, ending your mission.

Standing at a safe distance, target the stationary soldier's head using your silenced rifle and wait for the moving soldier to walk in your line of fire. Take out both men with a double head shot.



**VIEW TO A KILL** Perfectly line up both the enemies and then take 'em down with one shot.



**SHIMMY SHAKE** Avoid detection from the bridge patrol by climbing along the outside ledge.



**DEAD TO RIGHT** To ensure the captured GIs' safety, shoot their captors from a distance.

## MISSION FIVE:

# Colorado: McKenzie Airbase

Operative: Lian Xing    Weapon of choice: Silenced 9mm

## OBJECTIVES

1. Locate silenced weapon
2. Sabotage agency plane
3. Get information from Holman
4. Create a distraction to enter tower
5. Get transponder frequency
6. Steal chopper

## Eyes Only

- A.** While on your way to tarmac, you'll come across a couple of guards standing watch. Walk toward the

front of the truck, crouch and wait for the first guard to come into view, then taser him. Circle the truck from the rear, turn the corner, and climb the boxes. Drop down behind the second guard, taser him, and proceed.

**B.** Objective 2 is a two-part process. First you must sabotage the plane accessing the control panel, then take out the pilot.

You can use the silenced rifle to do the deed.

- C.** Make it past the guards by

running alongside the truck until you reach the second entryway, then head into the left hangar to find Holman.



**HEADACHE** After sabotaging the plane, send the pilot into early retirement with one shot.

**D.** To create the necessary distraction to gain entry to the tower, wait for the first patrolling guard to walk behind the boxes where he can't see you. Now, sneak toward the truck located catty-corner to your position. Once there, put it into drive, break to your left, and hide against the wall while the chaos ensues.

- E.** To get the transponder frequency, you'll

need to take out a couple soldiers at the top of the tower. Head to your left and around the corner to incapacitate the first GI. Before the other GI can finish his sentence, run back around to your right and sneak up behind him before he discovers what happened to his buddy. Then go back to where the first GI is laying and walk near the control panel to get the frequency.



**MISSION EIGHT:**

# Colorado: C-130 Wreckage Site

Operative: Gabe Logan Weapon of choice: M-16

**OBJECTIVE**

1. Retrieve data discs from Archer

Get to the plane's tail, blasting at enemies foolish enough to get in your way. Unfortunately, you discover Archer took the discs before you arrived.

Work your way back to the beginning of the level, again blasting your way through a few waves

of soldiers. Once you've made it back to where you started, you'll have to target a tiny Archer hanging from the bottom of a chopper. Instead of wasting your time using the silenced sniper rifle, bust out your M-16, press L1 to call up your targeting crosshairs, and lead your target just a bit. Open up a full magazine in the vicinity of Archer's head to take him down.



**A CAP TO THE DOME** Only a precise head shot will drop Archer from his roost.

**MISSION NINE:**

# New York: Pharcom Expo Center

Operative: Gabe Logan Weapon of choice: Crossbow

**OBJECTIVES**

1. Plant decoy to distract Morgan's guards
2. Sneak in the Ancient China exhibit via ventilation shaft

**Eyes Only**

- A.** To set the situation so you can climb into and out of ventilation shafts, shoot out

the grates.

- B.** You can plug the men in suits with bullets, but incapacitate Army GIs using your taser or crossbow to avoid being detected. This proves to be especially helpful when a stationary GI is standing

outside a vent you're looking to climb out of.

- C.** Once you've incapacitated the guards in the room and planted the decoy, crawl up through this vent to make your escape.  
**D.** When shooting out this vent, do it

when the three soldiers are at the top of the screen. Otherwise, the one patrolling the perimeter will hear the shot and alert the others.  
**E.** To get to the vent shaft to the China exhibit, climb on top of the mini Stonehenge exhibit and work your way around.



**SHADOW DANCING** Climb on top of the exhibit to get to the vent and exit the room.



**MISSION TEN:**

# Pharcom Expo Center: Ancient China Exhibit

Operative: Gabe Logan with the help from Teresa

Weapon of choice: M-16

**OBJECTIVE**

1. Stop Morgan before he destroys the museum

Once you've reached the exhibit you'll be reunited with Teresa. Follow her through the level and eliminate any agency operatives wandering the premises. Once you're finally face-to-face with Morgan, you'll have to dodge his grenades while Teresa defuses the last bomb. To avoid getting blown to pieces, keep the large statue in the middle

of the room between you and Morgan so you can freely move from side to side.

When Teresa gives you the okay to eliminate Morgan, you must score a head shot to kill him, because he's wearing a flak jacket. Find out which way he's moving, then crouch behind a group of boxes, keeping with your sights on his position. Once he pops into view, take him out with one shot to recover the remaining data disc.



**BOB AND WEAVE** Move from left to right while keeping the statue between you and Morgan.

**MISSION ELEVEN:**

# Russian Republic: Club 32

Operative: Lian Xing Weapon of choice: M-16

**OBJECTIVE**

1. Pursue Gregorov

Upon arriving in Russia you'll be placed in the hostile environment of Club 32. You must work your way out to the street to chase down

Gregorov. Your only objective here is pursue the aforementioned Ruskie while carefully and systematically eliminating any and all would-be obstacles.

Once you've reached the end of the level, you'll

be confronted with a Mexican standoff between the Russian police and a couple of straggling terrorists. Help out the boys in blue by popping the bad guys, then walk to the other side of the counter in front of you and pull the switch to open a hidden door.

**MISSION TWELVE:**

# Russian Republic: Industrial District

Operative: Lian Xing Weapon of choice: Biz-2

**OBJECTIVES**

1. Pursue Gregorov
2. Find tear gas gun

**Eyes Only**

**A.** To obtain the tear gas gun, head in the opposite direction away from the enclave of Russian police officers and go to the end of the street where two more officers are engaged in a firefight. Slink up next to the officer behind the patrol

car and taser him, then grab the tear gas launcher out of the car.

**B.** Equip your tear gas gun and target the soldiers blocking your path. Don't forget to tag the guy on top.

**C.** Stand underneath the support beam and press Triangle as the two cars approach you, so you can avoid certain death.



## MISSIONS THIRTEEN AND FOURTEEN:

# Russian Republic: Volkov Park

Operative: Gabe Logan Weapon of choice: .45

**OBJECTIVE**

1. Pursue Gregorov

**Eyes Only**

**A.** Run around the right side of the statue to force Gregorov to move forward.

- B.** The snipers in the park are deadly accurate; you need to take them down with one head shot or else it'll be a long night.  
**C.** To get close to



**TAKE COVER** Hide behind cars, walls, and trees to avoid Gregorov's reckless fire.

**PERFECT DARK** Knock out the street lamps to create a diversion

Gregorov you'll need to create a diversion. Sneak away from him to your right and hide behind the tree closest to the nearest street lamp. Position Lian

so that she has a clear view of the remaining three street lamps. Once Gregorov is far enough away from you, shoot out the light bulbs in each lamp. After

**SOFTLY I CREEP** Slink toward Gregorov and give him a supercharged kiss.

tagging the first three, move to your right and shoot out the remaining street lamp. Your vision will turn to infrared while Gregorov stumbles

around blind in the dark. Sneak up behind him, stealthlike, and zap him with your taser. Turns out he's not the real McCoy. On to Aljir Prison.

**STALK IN THE PARK** Creep around the park's perimeter (B), eliminating the enemy.

**MISSION FIFTEEN:**

# Russian Republic: Aljir Prison Break-In

Operative: Lian Xing   Weapon of choice: Hand taser

**OBJECTIVE**

1. Shut off prison power

**Eyes Only**

**A.** Sneak up behind the guard roaming the walkway and incapacitate him, then move on. You must be quick, however, because if the guard patrolling behind the locked gate to your left sees his buddy down, you'll instantly be discovered.

**B.** To get past the

guards safely you have to drop down over the ledge and then shimmy across it right underneath them. Press L1 to look around and make sure they won't detect you, then pop back up and proceed onward.

**C.** Drop down into the hole underneath the elevator and hide there until the guard reports back that everything is in order. Emerge

and sneak down the corridor to the next checkpoint.

**D.** To get past the camera and into the control room, hide behind the partition in the wall, then sneak forward once the guard makes his way past you. Hide next to the gate and wait for another guard to come through, then sneak toward the desk and taser the person standing watch.

**MISSION SIXTEEN:**

# Aljir Prison Escape

Operative: Lian Xing   Weapon of choice: Shotgun

**OBJECTIVES**

1. Find Gregorov
2. Incapacitate hostile prisoners
3. Reach escape point

**Eyes Only**

**A.** To complete Objective 2, backtrack to the security gate and go right. Head down the corridor, wait for the guard on fire to expire, and shoot the guard at the end. He will leave behind a flak jacket and a tear gas gun. When you make it back to Gregorov, creep forward and target one of the

prisoners with the tear gas gun to knock them both out at once.

**B.** Once you and Gregorov have reached the alleyway (B), shoot

the guard up and to your right near the searchlight. Head down the ally and blast two more guards. Once

you've done that, an alarm voice will shout out, giving your position away. Follow Gregorov as he leads you

toward an elevator, then ride it to the top. Run after Gregorov until you reach the end of the rampway.



## MISSION SEVENTEEN:

# New York, Agency Bio Lab

**Operative: Gabe Logan** **Weapon of choice: Silenced 9mm**

**OBJECTIVES**

1. Penetrate security net
2. Retrieve gear
3. Access vent to Gershon's office
4. Find Gershon
5. Install cellular modem
6. Find Chance
7. Find Elsa
8. Follow Elsa to synthesis lab

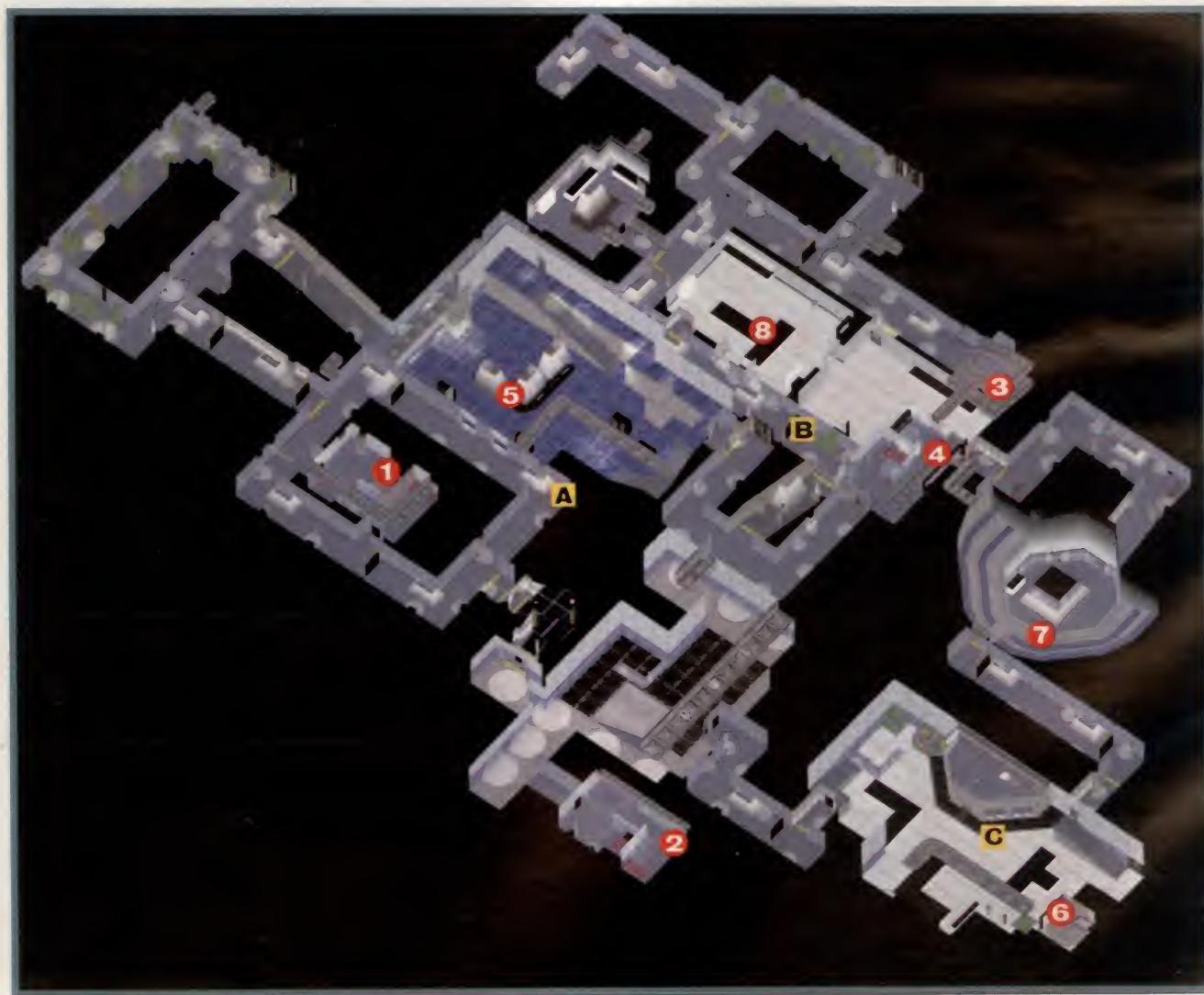
**Eyes Only**

- A.** After you've penetrated the security net, walk back to the gurney in the hallway and grab the knife if you haven't done so already, then head to the decontamination chamber.  
**B.** While escorting Gershon, walk a few paces ahead of

him. If you run into any more lab guys, they'll have to be dealt with before they can sound an alarm.  
**C.** To rescue Chance, shoot the two lab techs, then head to the walkway in front of the control desk and pull the switch to gas the tech who's inside.



**FIRE FIGHT** After installing the modem, duck and get ready to take out some serious snipers.



## MISSION EIGHTEEN:

# Agency Bio-Lab Escape

Operative: Gabe Logan | Weapon of choice: M-79 Grenade Launcher

**OBJECTIVE**

1. Escape labs

**Eyes Only**

**D.** You can't blast the shock troops because they're wearing armor from head to toe. When you start the mission, turn away from the door and use the desk behind you for cover. After you see a big explosion, run toward the door (D) the shock trooper came through.

**E.** Once in the next room, head to the vent along the left wall (E) and climb in.  
**F.** At the end, drop

down (F) and go to your right, take your next left, then hide behind the boxes as a pursuing trooper

runs past you.  
**G.** Follow the corridor, making two consecutive lefts, then take your next right. Go halfway down this corridor, make another right, and enter the door. Find the vent located above the computer (G), climb on the desk, and jump up to the vent. Crawl all the way down until you reach the next vent and drop down into the cold storage room.

**H.** Gain entry to another vent in the cold storage room and follow it to the end. Drop into this room and walk around the corner to another vent located above a table. Crawl through this vent and drop to the floor (H).  
**I.** Immediately run to your right and take cover in a doorway to avoid being blasted by two shock troopers. Position Gabe so you can see the hallway and both troopers.



**THE BURNING MAN** Finally, a weapon that those armor-clad goons aren't protected from.

Then run past the soldiers, heading toward the lighted corridor to the left, and enter the room (I). Pass through this room, exit through the only other door, and prepare to make a mad dash to your left.  
**J.** Head through the busted doorway, dodge the shock trooper, turn to your left, and follow the corridor down all the way to the end. Before rounding the corner, face slightly to your left so you can see around the other side without being spotted. Now target the grate barring the vent up to your right (J), shoot it, and enter through it.

**K.** At the end of the line you'll find a dead Ramirez and a lot of shock troopers. Pick up the M-79 grenade launcher located in the box outside the cell (K) and equip it.

**L.** After eliminating the shock troopers, head into the room to the left of the elevator doors and shut down the elevator via the computer terminal (L). Exit the room, turn to your left, and get yourself over to the exit. Time to slum it out on the streets of New York.



## MISSION NINETEEN:

# New York: Slums District

**Operative:** Gabe Logan **Weapon of choice:** Silenced 9mm

**OBJECTIVES**

1. Activate sprinkler system to clear passage into main floor
2. Eliminate two snipers
3. Rescue SWAT officers
4. Clear sniper nest

**Eyes Only**

**A.** By now your health is probably significantly down. After wasting the agent standing behind you, head down the ally to the left to grab a flak jacket.

**B.** After the Agency blocks your path, shoot the lock off the pawn shop door and proceed.

**C.** Retrieve the flak jacket after picking off the agent in the window, then hop onto this garbage can and climb up the ledge. Get ready: Another agent awaits you at the top. Next, climb on top of the air-conditioner fan to reach the roof and wax two more agents. After you've taken care of business, walk to the right, climb over the ledge, and drop to the awning below to get back on the street.

**D.** Walk down this rampway to enter the building adjacent to the snipers.

**E.** To turn off the sprinklers, walk away from the washers on the second floor and

walk over the dark-colored squares in the middle of the room. When they fall through to the first floor, climb down after them to find the switch. **F.** The first sniper is burned to a crisp right before your eyes, so there's no need for any ammo. The second sniper (F) requires a head shot. After he's gone, climb out

the window and drop down to the street.



**DROP OUT** Hang over the ledge and drop onto the awning to safely reach the street below.

**G.** When you see the police car, immediately go over to it. You'll toggle a narrative

that will make it easier to eliminate the two snipers firing on you and the SWAT officer.



**GARBAGE MAN** Climb on top of this dumpster to reach the ledge to the roof (C).



## MISSION TWENTY:

# New York: Sewer

Operative: Gabe Logan, with help from Teresa Weapon of choice: H11

**OBJECTIVES**

1. Eliminate Stevens
2. Escape in helicopter with Teresa

**Eyes Only**

**A.** Your first side objective is to stop the flow of murky water to clear a safe passage for you and Teresa to pursue Stevens. Work your way to this point and flip the switch. Now, head back to your original starting position.

**B.** Follow after Teresa as she takes off in search of Stevens. Head to the back of the sewers until you reach the pipe extending from one wall to the other. Position Gabe so you're facing the wall parallel to the pipe and press X. About halfway across you'll need to blast an agent who emerges from a door underneath

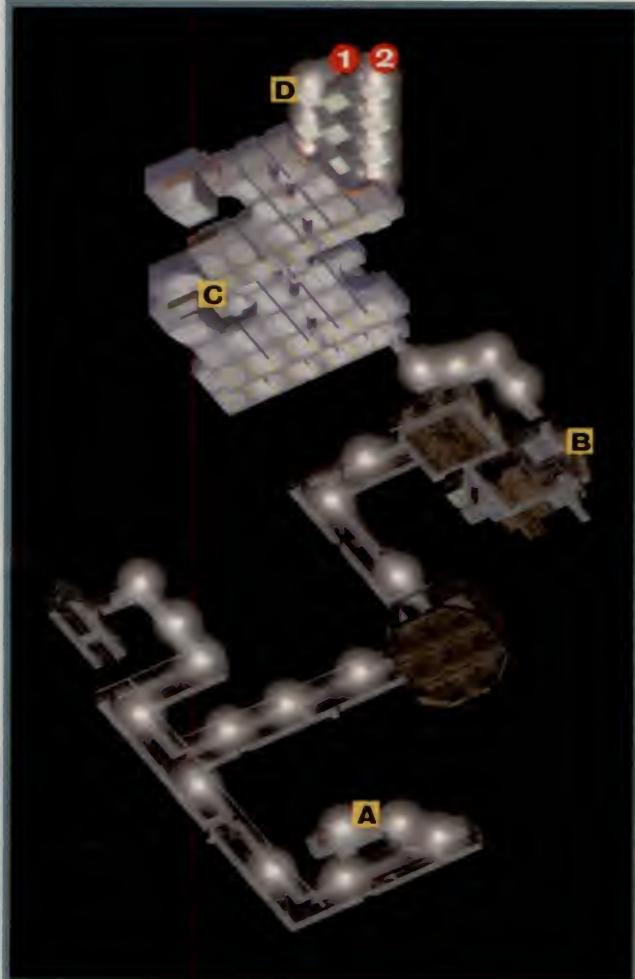
you. Target and shoot him from your position, at which time Teresa will make an appearance to handle the other goons trying to take a shot at you.

**C.** Press Gabe against the wall and run forward to avoid being killed by the runaway truck.

**D.** Head up the steps, eliminating any agents in your way. Once you reach the 4th floor, walk out and take care of all the remaining agents.



**HANGIN' OUT TO DRY** Shoot the agent below you, then finish your journey to the other side.



## The Final Battle

Operative: Gabe Logan Weapon of choice: UAS-12

Well, you finally caught up with and eliminated Stevens. But before you can celebrate, your old buddy Chance emerges from the shadows of the helicopter to shoot poor Teresa. Now his attention is turned toward you. This is it, so get ready.

Chance is encased in a full suit of impenetrable armor, which means you'll have to use other means of firepower other than your regular weapons. As the battle begins, move Gabe forward slightly, then quickly strafe to the right and run toward the helicopter. Grab and equip the

UAS-12 gas-operated shotgun, then quickly strafe to the right again just enough for you to tuck and roll underneath the tail of the chopper. If your armor is low, quickly run to your right and pick up a flak jacket out of the right side of the chopper.

Position Gabe so that Chance walks around the tail end of the chopper and stands with his back near the whirling tail blades. Open fire and knock him backward, then watch as his blood covers the landing strip. Run final narrative and dream of the sequel.



**BETRAYED** Position Chance between you and the chopper, then blast him into the blades.

# Hawk on the Wild Side

If you've ever dreamed of soaring through the air but just didn't have the skills, now's your chance on the N64. We give you all the big maps, complete with the locations of all the S-K-A-T-E letters, the placement of each level's objectives, and where to grab the hidden tapes. **By Brett Rector**

## The Players

*Pro Skater* features 10 of today's hottest thrashers, each with their own style and special moves.

### STREET SKATERS

These guys and gal specialize in ripping up the road, thanks to their excellent balance and ollie abilities.



**GEOFF ROWLEY**



**CHAD MUSKA**

#### SPECIAL MOVES

Backflip: Up, Down, Right-C  
Double Hard Flip: Right, Down, Left-C  
Darkslide: Left, Right, Up-C

#### SPECIAL MOVES

Front Flip: Down, Up, Right-C  
One Foot Thumpin': Right, Down, Up-C  
360 Shove-it: Right, Right, Left-C



**JAMIE THOMAS**



**ELISSA STEAMER**

#### SPECIAL MOVES

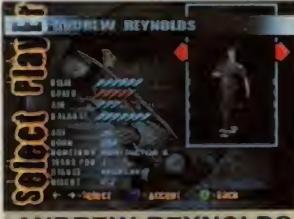
Front Flip: Down, Up, Right-C  
One Foot Nosegrind: Up, Up, Up-C  
540 Flip: Left, Down, Left-C

#### SPECIAL MOVES

Backflip: Up, Down, Right-C  
Primo Grind: Left, Left, Up-C  
Judo Madonna: Left, Down, Right-C



**KAREEM CAMPBELL**



**ANDREW REYNOLDS**

#### SPECIAL MOVES

Front Flip: Down, Up, Right-C  
Casper Slide: Up, Down, Up-C  
Kickflip Underflip: Left, Right, Left-C

#### SPECIAL MOVES

Backflip: Up, Down, Right-C  
Heelflip Bluntside: Down, Down, Up-C  
Triple Kickflip: Left, Left, Left-C

### VERT SKATERS

This clan excels more in half-pipes and pools than demolishing the streets with grinds and ollies.



**TONY HAWK**

**The 900:**  
Right, Down,  
Right-C

#### SPECIAL MOVES

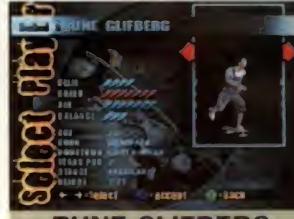
Kickflip McTwist: Right, Right, Right-C  
540 Board Varial: Left, Left, Left-C  
360 Flip to Mute: Down, Right, Left-C



**BOB BURNQUIST**

#### SPECIAL MOVES

Backflip: Up, Down, Right-C  
1-Footed S. Grind: Right, Right, Up-C  
Burntwist: Up, Left, Up-C



**RUNE GLIFBERG**

#### SPECIAL MOVES

Kickflip McTwist: Right, Right, Right-C  
Christ Air: Left, Right, Right-C  
Triple Kickflip: Up, Down, Left-C



**BUCKY LASEK**

#### SPECIAL MOVES

Kickflip McTwist: Right, Right, Right-C  
Fingerflip Airwalk: Left, Right, Right-C  
Varial Heelflip Judo: Down, Up, Left-C

## Tony Hawk: The Legend

Here's a little help to figuring out what each map's jumble of symbols means.

**S** SPELL S-K-A-T-E: Pick up these five letters to help you nab a tape.

**O** OBJECTIVES: Grind, smash, or hit these to complete each park's level objective and collect a tape.

**H** HIDDEN TAPE: The location of each level's Hidden Tape.

**1** HOT SPOTS: Skate to these Hot Spots to grab points and help you break each level's High and Pro Scores.

TAPE CHALLENGES: 7,500 points Grind 5 tables Get S-K-A-T-E Hidden tape 25,000 points

## School: Miami



Not only can you grab some big points here, but the "S" too.



To really show your skills, grind the first rail, then the roof, then the second rail. Finish it off by dropping down into a grind on the edge of the quarter pipe.

- Ollie from the rail to the wall, grinding all the way down, to score a big Rail to Rail bonus.

- Build up speed off the quarter pipe, then ollie

off the ramp and land into a grind along the top of the wall. Trick your way to the end to grab a Playground Rail bonus.

**3.** Grind onto the rail in front of you and ollie off the end, over the dumpsters, to the second rail to nab a Dumpster Rail Gap bonus.

**4.** Use the quarter pipe to hurl your skater up and over to the left, then grind from one rail to the next.



TAPE CHALLENGES: 10,000 points Destroy 5 directories Get S-K-A-T-E Hidden tape 30,000 points

## Mall: New York



Hit this spot a few times, busting different tricks each time down.



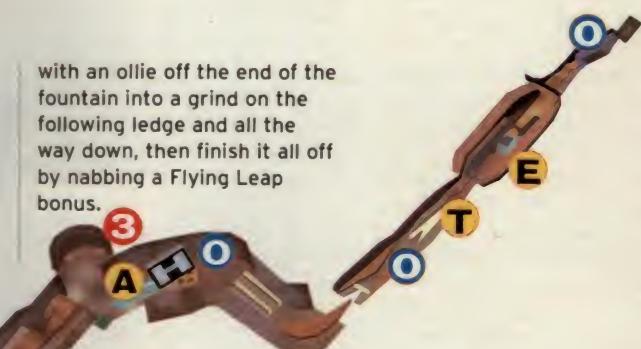
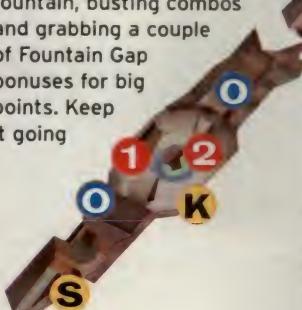
You'll need to maintain a steady hand to pull off this baby.

- Get good speed and ollie up to grind the rail all the way down to score a nice Coffee Grind bonus. If your Special Meter is yellow and you're using a skater with a special grind move, definitely use it here to blow out the score.

with an ollie off the end of the fountain into a grind on the following ledge and all the way down, then finish it all off by nabbing a Flying Leap bonus.

- Hop across the top of the fountain, busting combos and grabbing a couple of Fountain Gap bonuses for big points. Keep it going

**3.** While not as useful as a pool or large half-pipe, you can rack up some points here tricking off the quarter pipes. By gaining enough height, you can also nab some style points by tricking over the elevators on the left for a Going Up Gap bonus and over the elevators on the right for a Going Down Gap bonus.



If you grab enough air, you can grind the top rail and score a bonus.

## COMPETITION ONE

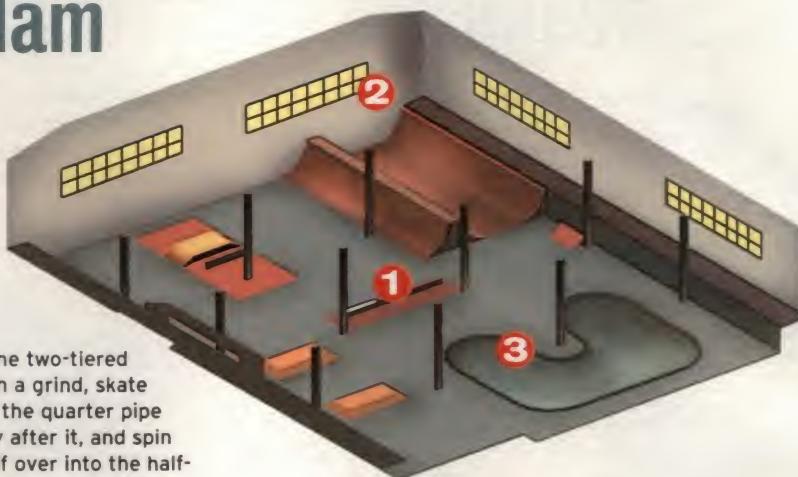
## Windy City Slam



Trick off the quarter pipe to juice your Special Meter.



Keep tricking back and forth across the rafters.



1. Hit the two-tiered rail with a grind, skate toward the quarter pipe directly after it, and spin yourself over into the half-pipe, picking up an HP Transfer. Your Special Meter should be juiced, so you can pick up big points right away.
2. Another approach is to get your speed up tricking between the quarter pipe and half-pipe, then vault up and

3. Take a dip into the pool and over the rafters to drop into the half-pipe. You'll nab Over the Rafters and Transfer bonuses, while skating pretty with a charged Special Meter.

shred it like the half-pipe with combos and Special Moves. When you're done, transfer out of the pool and grind on one of the rails for some extra style points.

**TAPE CHALLENGES:** 15,000 points Break 5 No Skating Signs Get S-K-A-T-E Hidden Tape 40,000

## Downtown: Minneapolis

**1.** Start your run with an ollie off the ramp to the right to a grind on the top of the walkway. Ollie off the ramp on top of the walkway to the rail on your right, continue your grind, then ollie off the end of the rail to land grinding on the edge of the ramp below. You'll score major combo points, nabbing a couple Kicker Gap bonuses in the process.

**2.** Start at the top of the hill and get as much speed as possible on your way down, then launch your skater off the ramp at the bottom of the

street. If you take the right angle, you'll be able to soar over to the left-most rail leading into the park, racking a huge Dirty Rail bonus.

**3.** Get up your speed by pulling a couple tricks off the far quarter pipe, then hurl yourself through the gap in the far wall and into the void to land on the opposite roof top. You'll score major points busting tricks while airborne, picking up a Roof to Roof bonus and the Hidden Tape in the process.



After grinding the second rail, hop off the end and grind the ramp.



You'll need enough speed and the right trajectory to pull this off.



**TAPE CHALLENGES:** 20,000 points Open 5 Valves Get S-K-A-T-E Hidden Tape 40,000



Avoid drifting too far to the right, or you'll end up in the drink.

## Downhill Jam: Phoenix

**1.** Get your skater up to speed and vault off the lip of the ramp, angling toward the right and over the water. Bust tricks during your flight and land after the gap to score big points with a Huge Water Hazard Gap bonus.

**2.** This is like any other half-pipe in the game, only bigger. Take a moment to build up your score by tricking back and forth, making sure to bust out plenty of combos punctuated by Special Moves. **3.** Pick up speed between the two quarter pipes, then angle your skater toward the top rail and grind across the top. Keep your speed and balance across the rail to rack up points, then drop down to the next level to grind on the last rail to finish off your combo.



Bag a Neversoft Electric Company Gap to easily nab the Pro score.

### COMPETITION TWO

## Asphalt Annihilation One



Get maximum satisfaction by grinding the entire support beam.



Be sure you're not going too fast when transferring into the pool, or you'll hit the far wall.

**1.** At the start, gain speed by tricking back and forth in the mini half-pipe, then maneuver in the air over to the support ledge to grab a Bridge Grind bonus.

**2.** Gain speed and vault off the ramp to land in a grind on the first of three rails. Grind from one to the other systematically to collect some huge points.

**3.** Grab a Transfer bonus while tricking in-flight as you drop into the pool, then work it over with your arsenal of moves and specials. Finish it off by riding up the far wall and breaking into a grind along the top.



TAPE CHALLENGES: 25,000 points Wreck 5 cop cars Get S-K-A-T-E Hidden Tape 50,000

# Streets: San Francisco



In addition to huge points, you can also grab the Hidden Tape.

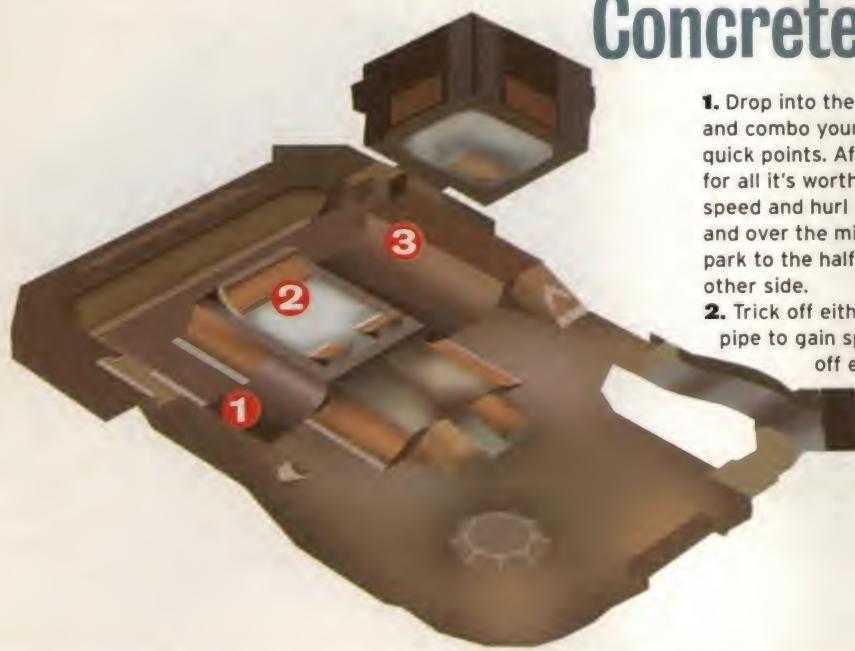


For added challenge, bust tricks off your grind on the way down.

1. Trick off the mini half-pipe, punctuating your combos with special moves. When flying up the wall, move slightly to the left and tap the ledge on your way down to score an Acid Drop bonus.
2. Hop up to the secret room,



## COMPETITION THREE



## Concrete Conspiracy '99

1. Drop into the first half-pipe and combo your way to some quick points. After milking it for all it's worth, gain a grip of speed and hurl your skater up and over the middle of the park to the half-pipe on the other side.
2. Trick off either quarter pipe to gain speed and vault off either ramp to

get airborne. Clear the second tier and angle toward the rail in the center of the bottom tier, landing in a grind.

3. Gain speed in the half-pipe, then hop into a grind on the far edge. Hop over the space to bag a Transfer Gap bonus and keep grinding the coping around to the other side.



If you maintain control, you can grind around to the quarter pipes.

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Rod Furlong's Collectible Corner Presents:

# Virtual Boy with Vomiting Boy

The day is August 21, 1995. Nintendo's revolutionary Virtual Boy has just gone on sale. Will it be a huge success, ushering in a new era of video gaming, or a disastrous failure - a black eye from which Nintendo never quite recovers? These little scamps couldn't care less; they've entered a magical world, a world of limitless imagination, crippling neck pain, and game-induced motion sickness. In mere moments they will be overcome by a crushing nausea. Look! The one on the left is in mid-chunder!

Internationally celebrated plate artist Bernard Funch's triumphant masterpiece, "Virtual Boy With Vomiting Boy," captures the enchantment of this beautiful moment and is sure to become a treasured heirloom in your family, passed down from father to son until it is tragically broken by clumsy student movers.

But "Virtual Boy With Vomiting Boy" is more than a priceless objet d'art deserving a place of honor on your mantelpiece. It's an enduring lesson on the pitfalls of early gaming consoles and the sheer, stomach-churning wrong-headedness of trying to simulate a 3D environment using only black and red LEDs.

In the tradition of the most prized collectibles, this heirloom collector plate is crafted of Royal Dalton Fine Bone China and lavished with breathtaking Four-Color Poster Paint. Each plate is lovingly hand-painted by Bernard Funch\* himself and slathered in lashings of genuine 24-karat simulated gold.

Voted America's Best New Plate by Funch at the International Collectibles Exposition and nominated for the Award of Excellence in the Field of Excellence as Funch Plate of the Year, this plate is being presented by Rod Furlong exclusively to readers of *incite Video Gaming*. This Limited Edition will be closed forever after just 865 firing days, so order your Funch NOW!

\* Actual painting performed by robots and monkeys.



Famed tchotchke artist Bernard Funch has created such classic plates as "In The Army Now: Private Guile," and the ribald, banned-in-48-states "Mario and Peach Get Biz-ay." He can also whistle through the gap in his front teeth.



"We had absolutely nothing to do with this product and do not endorse it in any way."

—Franklin Mint

"Whoever made this plate is a genius!"

—Bernard Funch

## YES!

Tragically, I am unable to leave my house, and therefore spend my free time collecting beautifully crafted plates such as this, watching Meg Ryan movies, and gorging myself on Ho-Hos. Usually the plates I buy have Marilyn Monroe or Elvis on them but, hey, it's a Funch. I understand I need pay only \$99.99 and can expect delivery sometime within this decade.

Name \_\_\_\_\_ Address \_\_\_\_\_

Years since last leaving house \_\_\_\_\_ Total number of plates owned \_\_\_\_\_ Grandchildren \_\_\_\_\_

How many grandchildren would you consider a fair trade for Bernard Funch's next plate? \_\_\_\_\_

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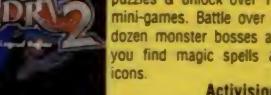
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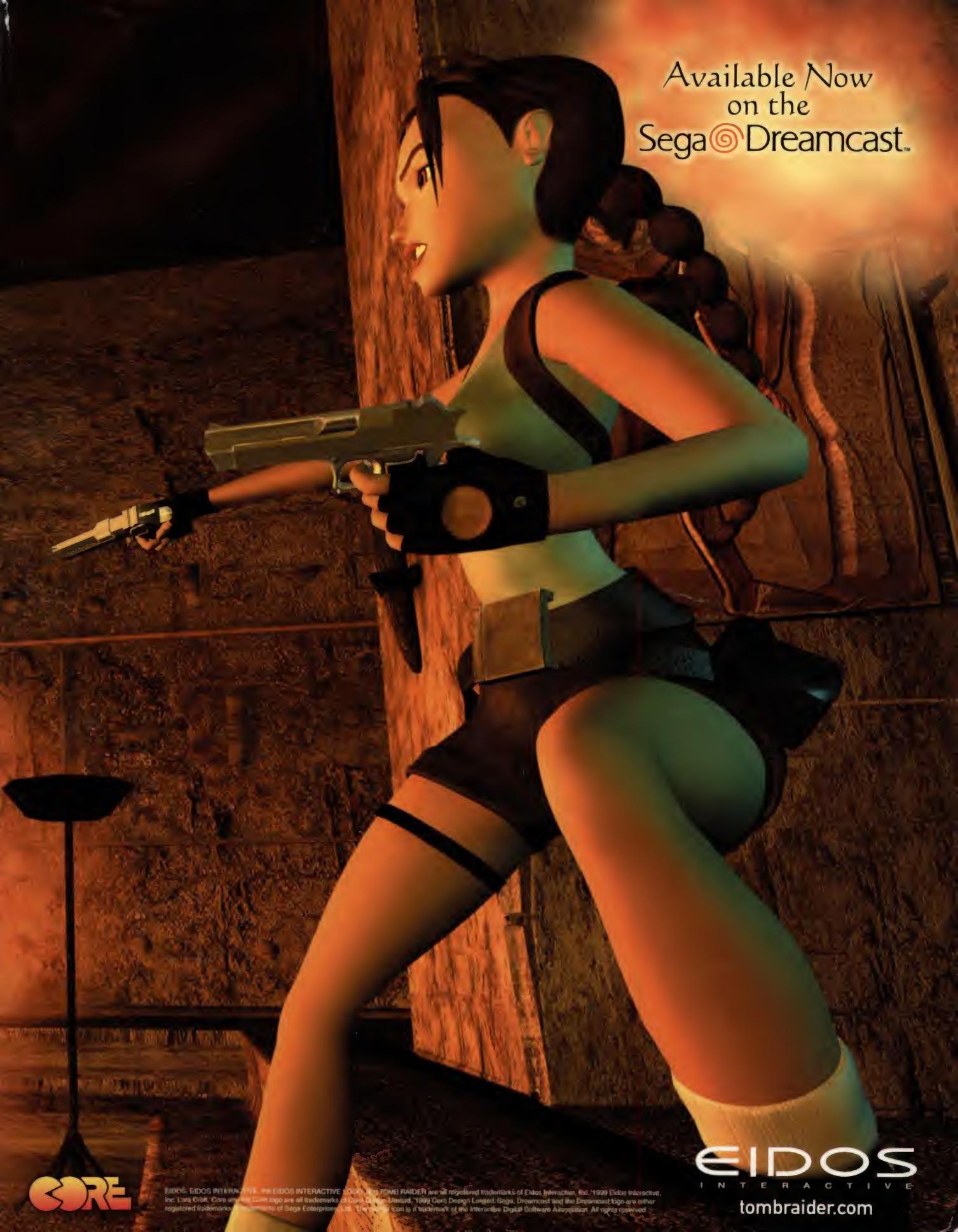
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